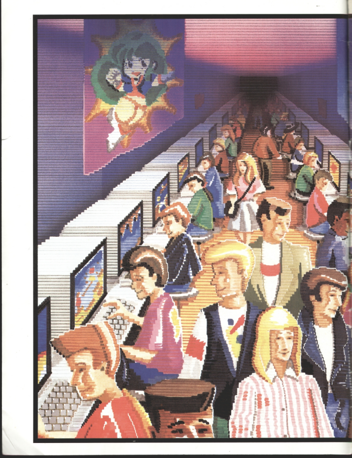

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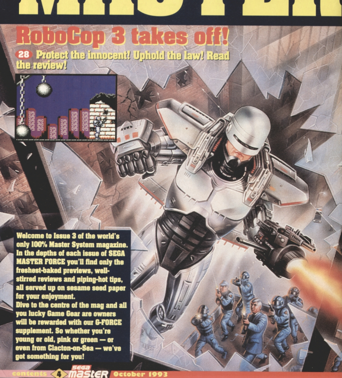


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MASTER

RoboCop 3 takes off!

28 Protect the innocent! Uphold the law! Read the review!



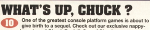
Welcome to Issue 3 of the world's only 100% Master System magazine. In the depths of each issue of SEGA MASTER FORCE you'll find only the freshest-baked previews, well-stirred reviews and piping-hot tips, all served up on sesame seed paper for your enjoyment.

Dive to the centre of the mag and all you lucky Game Gear are owners will be rewarded with our G-FORCE supplement. So whether you're young or old, pink or green — or even from Clacton-on-Sea — we've got something for you!

PLAN



October 1993



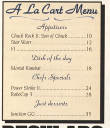
WHAT'S UP, CHUCK ?

10 One of the greatest console platform games is about to give birth to a sequel. Check out our exclusive nappy-wrapped preview of *Chuck Rock II: Son of Chuck*.



FORCE-FULL!

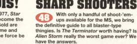
31 Attention all Game Gear owners! We've eight pages of the hottest handheld action for you. Check out our exclusive news, previews and reviews of all the latest portable stuff.



A La Cart Menu

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12 Originally released in 1977, *Star Wars* has gone on to become the biggest movie trilogy *ever*. US Gold are releasing the Master System game and we've got first dibs on it. May the force be with us!



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16 With some great driving games already available for the MS, will Domark's *F1 Racing* be able to take pole position? There's a full preview inside...



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59 If you're looking for a top-notch platform game or a puzzler that'll last longer than it took to get out of the box, this is the place to be.

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Paul Wooding, our top tipster-type tyrant, takes you on a trip through a massive *Mortal Kombat* players' guide, with everything you need to know to become a true Kombateer. There are plenty of other cheats and hints for those stuck on games that us professionals can finish with our eyes closed (honest!).

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We take a look at which games are flowering blooms and which are the wilting weeds in this month's OFFICIAL Virgin Games Top 20 Master System chart. There's a SEGA MASTER FORCE T-shirt up for grabs if you guess the top game next month!

Letters 52

Our resident foul-mouthed fiend, Gutter Snipe, takes a gander at what you 'orrible lot have to say, and even manages a few friendly comments (not!). Sneak a peek at your artistic efforts in the 'Off The Wall' section, too.

Classifieds 64

We've got loads of stuff for sale, tons to swap and more pen pals than you can poke a pointy stick at. If you're interested in placing an ad for FREE, Classifieds is the place to be. Go to it, folks!

STOP Press!

If your mates tell you that the Master System is old hat then tell them to think again! There are loads of games coming out for the 8-bit wonder soon and we've got the first news on the latest hot MS titles. Check out the news on supreme beat-em-up, Streets of Rage II, speedy stunts in Super Off Road and deadly Desert Strike action from Domark. For the most up-to-date MS news, read on...



Phew, what a scorching month it's been — and I don't mean weather-wise! News has poured in from all corners of this green and pleasant land over the past four weeks, concerning great Master System releases galore...

The Addams Family and *T2: The Arcade Game* from Acclaim, *Star Wars* and *Robocod* from US Gold, *Chuck Rock 2: Son Of Chuck* from Core Design and *Desert Strike* from Domark, to name a few. Each and every one of these forthcoming attractions promises to stretch the marvellous Master System to the absolute limits, with amazing graphics and gameplay to match.

With so many other 8-bit systems suffering a drought on the new release front, it's as refreshing as stumbling over an oasis in the Sahara to discover just how many programmers are right behind Sega's system. Add the fact that Sega say the MS will be the first of their four systems to be graced with... wait for it... *Sonic 3*, and the future looks sunny indeed for us System addicts.

Meanwhile, with baited breath and itching fingers, all we can do is sit and wait while the developers work their micro-miracles. Next month promises to be equally as exciting as this in the new releases sphere, so don't touch that dial!

Until then, wear your *Mortal Kombat* badge with pride (we beat off over nine other mags to get 'em, so we hope you appreciate it), and remember: it's better to be an 8-bit owner than a two-bit punk!

May The Master Force Be With You!

Steve

Steve Shields
Managing Editor

FOOTBALL CRAZY

The current king of the pitch is *Super Kick Off* — **US Gold**'s soccer masterpiece still has fans and critics drooling — but all that could change with the release of **Sega**'s *Ultimate Soccer* in October. We've already seen the Mega Drive version and it's a stunner (88%, SEGA FOCE MEGA).

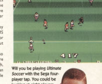
So what will the 8-bit game have? Programmed by **Rage**, the team behind the SNES's *Super Striker*, MS *Ultimate Soccer* has a wealth of options, including indoor or outdoor games, Ultimate Cup, League and Knockout Challenge.

There are 64 international teams to choose from so pick your favourite country, select a formation (there are loads) and boot that ball! The pitch is viewed from a high, angled perspective and works remarkably well. Players can pass, shoot, dribble, head the ball and pull off incredible overhead kicks.

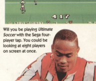
But the most important option in the MD cart is the eight-player game. Sega have developed an adaptor which allows four pads to be used in a single joystick port. With two adaptors, that means a total of eight independent players on the pitch at the same time!

As an MD joypad's just a Master System pad with two extra buttons, it's likely the four-player 'tap' will work on the MS, but it's unknown whether 8-bit *Ultimate Soccer* will handle more than two players at a time. We'll keep you posted.

Ultimate Soccer's due in October and we should have a full preview next issue.



Will you be playing *Ultimate Soccer* with the Sega four-player tap. You could be looking at eight players on screen at once.





Goal! *Ultimate Soccer* looks set to be a runaway success on all Sega consoles. It's multiple options and responsive controls are already wowing the SEGA FORCE MEGA team and we'll get our hands on the 8-bit version soon.

ON THE GAUL!

Asterix is one of the best platform games ever to hit the Master System. The Asterix books have sold over 200 million copies worldwide and have been printed in 14 different languages. There's even an Asterix theme park in Paris.

But why are we filling you with this useless information? Because *Sega* are putting the finishing touches to an MS sequel, imaginatively named *Asterix 2*. The first instalment followed the short Gaul and his tubby friend, Obelix, on their quest to rescue their friend, Getafix the druid. Those of you who've played it will know the sort of things to look forward to in a second game.

Asterix 2's set for October release and should be well worth the wait. We haven't heard an awful lot about it but we'll have more news and screenshots next issue.

There's more Gaul on the way as Sega bring *Asterix 2* to the Master System. But will Dogmatix be back? That's what we want to know!.

NASTY RASH

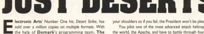
R*oad Rash* is an all-time classic racing game, but until now, **Sega** fans could only play it on the Mega Drive. Thanks to those lovely people at **US Gold**, Master System owners will soon be able to experience the thrills and spills of the race track.

Road Rash is a basic motorbike racing sim — with a twist. You race not on Grand Prix circuits but normal, busy roads. As you can imagine, there's plenty of violence and crashes as drivers jostle for position.

You race at speeds up to 170 mph against 14 other competitors, staying alive by any means possible, including poking opponents' eyes out with a pointed stick and bashing them with fists, truncheon and chains. When you win a race, spend the prize money on accessories from the bike shop — these play a vital part in your performance and future successes.

If you're into motorbikes and mindless violence, *Road Rash* looks like the perfect game. It's due for release in December but first read our exclusive preview in a later SEGA MASTER FORCE.

JUST DESERTS

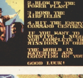


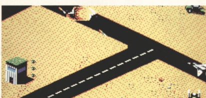
Electronic Arts' Number One hit, *Desert Strike*, has sold over a million copies on multiple formats. With the help of **Domark**'s programming team, **The Kremlin**, its sales will be boosted with the release of a Master System version. The Kremlin have pushed themselves to the limit and are promising an excellent conversion.

You've been chosen by the President of the USA to defeat the evil General Kilbaba, an insane yet powerful leader in the Middle East. The fate of the oil industry lies completely on your shoulders so if you fail, the President won't be pleased.

You pilot one of the most advanced attack helicopters in the world, the Apache, and have to battle through four tough levels with 27 missions to complete. Missions include destroying Kilbaba's air forces and SCUD missile bases, rescuing hostages and, finally, shooting the malevolent Kilbaba. Think you can handle it?

Desert Strike's out soon — look out for a preview in next month's issue.





With *Jungle Strike* currently one of the hottest games around, Domark have decided that it's time for the MS to get the original. Desert Strike takes you the heat of the Middle East to face a dangerous Madman's army.



Rescue POW's and send them back to the safety of your ship. Remember to shoot enemy soldiers and not yours!



HOLD ONTO YOUR HATS

Welcome to the world of off-road racing, one of the world's most taxing sports (it used to be a personal favourite of Norman Lamont's, but he's somehow lost interest). It's fun to watch but even more fun to play, and thanks to **Virgin**, you soon can.

In *Super Off-Road Racer*, four hefty trucks speed, jump and skid around dusty, obstacle-filled courses in a no-holds-barred contest of guts, glory, cash and gals. The competitors race their powerful 4x4 vehicles around 12 challenging tracks.

Each track is jam-packed with bumps, humps, dips, water troughs, chicanes, crossroads and short-cuts, and for twice the fun, they're tackled in both clockwise and anti-clockwise directions.

Between races, drivers spend their hard-earned winnings on equipment to boost their truck's performance. Extra acceleration, superior shock absorbers and speed-increasing nitros can all give an edge over opponents.

Virgin promises that all the thrills and spills off the arcade machine will be brought to your Master System. We're previewing *Super Off-Road* next issue, but in the meantime, brace yourself for dirty, heavy-duty speed thrills. Boy racers everywhere, keep an eye open for this high-powered cart.

MEEP MEEP!

Coming soon from **Sega** is *Road Runner*. Finally the classic Warner Brothers cartoon make it onto a **Sega** machine as you take the place of Wile E Coyote or the fearless, feathered nuisance himself and race around the desert, avoiding traps set by your nemesis.

There are seven levels, plus bonus rounds to discover, so you should have your hands full. We've been told the gameplay's almost as fast as *Sonic*!

This may be the only chance you get to see Wile E Coyote eat that pesky bird so look out for the fast-paced *Road Runner*. It's out in October but, as always, we'll get a sneak preview before it's released, so keep 'em peeled.

Coyote capers and titilating traps await you in the forthcoming *Road Runner* game from Sega themselves.

ENRAGED

Streets Of Rage 2's soon to hit the Master System, and if it's anything like its predecessor, we're in for a treat. **Sega** are releasing the big beat-'em-up in October, and we'll preview it soon, but here's a taste of what's to come.

Once thought defeated, the infamous Mr X has returned and he's on a rampage of havoc and destruction. Crazy with revenge, he kidnaps Adam — one of his foes from the first game — to lure his friends into a deadly trap. Now Axel, Blaze and Sammy, Adam's younger brother, are hot on the trail of Mr X and fight to save their companion.

You take the place of any of the three rescuers and your task is to defeat the evil X and his crime syndicate, and find Adam. Your journey takes you from the city streets to the underground and finally to the madman himself.

There are weapons to pick up on the way, including knives, which can be thrown and jabbed at enemies, and lead pipes, which are most effective when swung into an assailant's head. Icons include apples (to restore energy), coins (bonus points) and 1-Up stars.

Streets Of Rage 2 has six levels packed with violent action, so there's plenty to keep you occupied. But are you tough enough?

Streets of Rage II sees Axel, Blaze and Skate in action against the evil Mr X.

Sega slip up

It looks like the big 'S' has really put its foot in it this time. **Sega** recently linked up **Coca-Cola** for a massive promotion. Inside select bottles and cans of Coke were letters which won the holder a certain prize. Up for grabs were Mega Drives, Mega-CDs, Game Gears and special edition baseball caps. The lucky 'few' who found a winning letter were to phone up the competition hotline then sit back and wait for their prize.

But even the best laid plans of mice and, er… hedgehogs can go wrong. Those self-same winning letters also made up part of the production code printed inside the bottle tops so as you can imagine, chaos ensued as thousands of 'winners' deluged Coca-Cola with phone calls in an effort to secure their prizes.

The Sonic baseball cap winners were originally projected to total around 35,000. Instead, over 100,000 people claimed them and there just weren't enough to go round. Even now, claims are coming in at a rate of 500–1000 a day. As if that wasn't bad enough, the first 300 Mega-CDs 'mysteriously vanished' from a warehouse!

Sega and Coca-Cola now face potential legal action from angry customers with one consumer stating that 'yet once again a powerful manufacturer has gone back on its word'. But both are hailing the promotion as a success and have linked up for another event. The Sonic Speed Challenge takes place around Christmas; we'll give more details as we get them.


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The first guardian is easy to beat. Wait for his head to stop swinging and whack him when he dives to get you. A few hits later and he's history!

CHUCK R[...]
SON O[...]

One of the best and most successful platform games is about to get a sequel. Chuck Rock II: Son of Chuck is (surprisingly) the follow-up to the original Virgin Games stone age riot — but Chuck himself takes a back seat.

After Chuck Rock defeated the dreadful Gary Gritter, he became very popular and soon married his fiance, Ophelia. Now a happily-hitched caveman, Chuck singlehandedly built a remarkable new machine, known as 'The Rockes'. Impressed with his inventive talents, the banks have thrown a volcano-full of money at Chuck and he's started his own car company, Fjord Motors.

But the happiest moment of Chuck's prehistoric life was the day a stork delivered a bouncing baby boy to his doorstep. Chuck became a dad! With his own business, a loving wife and new-born son, everything was going Chuck's way...

Until one fateful day, when he received a visit from two men working for Brick Jagger, the owner of the Datstone Car Company and Chuck's biggest rival. They kidnapped poor Chuck and are holding him to ransom!

If Ophelia doesn't sign over the car factory to Brick Jagger, she'll never see her husband again! All is not lost, however, as Chuck Junior has taken it upon himself to rescue Dad and save the day.

Knock around the rocks

Chuck Rock II: Son of Chuck is produced by **Core Design** and features six levels of rock-laden platform action to test even the toughest gamesplayer. Options enable you to set the difficulty level, but even on Easy getting through each section's no picnic.

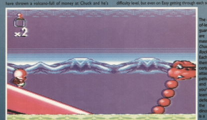
Chuck Junior's a cute little kid who waddles along, clad in oversized nappy and dragging a handy club, which he uses to bash dinosaurs and smash blocks to reach goodies. As in the first game, there are rocks to knock around and use as stepping stones to reach higher ground.

Like his dad before him, Chuck Junior makes use of friendly dinosaurs in each level as transport or to help him out of dangerous situations. Every few sections, he faces a tough and decidedly unfriendly end-of-level boss, who must be defeated before Chuck Junior can continue.

The little caveman starts with three lives but extra may be collected (if you can find 'em), as can sweets (for bonus points) and milk bottles to keep his energy topped up.

From what we've seen, Chuck Junior's *Chuck Rock II: Son of Chuck* is shaping up to be another rip-roaring platform game. Even compared to the Mega Drive game, the Master System version boasts superior graphics, sound and addictive gameplay.

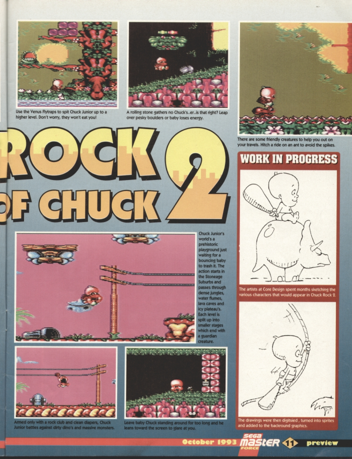
We'll have a complete review next issue, so until then, keep clubbing!



The end-of-level guardians are massive in *Chuck Rock II*. Each of them has a certain attack pattern and once you've learnt it, defeating the dinosaurs is a doddle.



Waaaaaah! Chuck Junior only has a limited amount of energy so jump or club dangerous objects.



Use the Venus Flytraps to spit Chuck Junior up to a higher level. Don't worry, they won't eat you!

A rolling stone gathers no Chuck's..er..is that right? Leap over pesky boulders or baby loses energy.

There are some friendly creatures to help you out on your travels. Hitch a ride on an ant to avoid the spikes.

ROCK OF CHUCK 2

Chuck Junior's world's a prehistoric playground just waiting for a bouncing baby to trash it. The action starts in the Stoneage Suburbs and passes through dense jungles, water flumes, lava caves and icy plateau's. Each level is split up into smaller stages which end with a guardian creature.

Armed only with a rock club and clean diapers, Chuck Junior battles against dirty dino's and massive monsters.

Leave baby Chuck standing around for too long and he leans toward the screen to glare at you.

WORK IN PROGRESS

The artists at Core Design spent months sketching the various characters that would appear in Chuck Rock 2.

The drawings were then digitsied , turned into sprites and added to the backround graphics.

Guide Luke Skywalker through the dangerous caves of Tatooine. Dodge the energy-sapping slime drops.

STAR

Jurassic Park posters say the film was 65 million years in the making. The MS Star Wars game has taken 16 years to arrive — not quite as impressive but much more playable!

A long time ago in a galaxy far, far away lived a beautiful princess and a frog... Sorry, wrong story. In a distant galaxy, the Grand Moff Tarkin and Darth Vader led their forces from the Death Star, an awesome weapon with the power to destroy entire planets.

But their plans run into trouble when the beautiful Princess Leia and her spies steal plans which reveal a fatal flaw in the Death Star's design. The princess sends these plans to the Rebel Alliance, the only good force left in the universe, but is captured by Darth Vader and his evil cronies.

The **US Gold** game picks up the story from that point so anyone who's seen the film (ie, 99% of the Western world) can guess your role is that of ex-farmer Luke Skywalker, the gallant hero only just out of nappies.

You have to rescue young Princess Leia (who later turns out to be your sister — small galaxy, eh?), defeat the Dark Side of the mystical Force and blow up the Death Star. Piece of cake... or is it?

There are plenty of platform puzzles to solve in *Star Wars*. Use the anti-gravity lifts to float up higher.

All too easy

You start with three lives and loads of continues but there are no passcodes. The score's a percentage based on the amount of tasks completed, so if you race through avoiding trouble you won't earn a swoon-worthy rating.

If you take on all the bad guys with just the measly single-shot laser, you won't last long. So explore the caves of Tatooine to find a better gun, rescue R2-D2 from the Jawas (the dustbin droid's useful later on) and bump into Ben Obi-Wan Kenobi, who gives you a flashy light sabre.

Your mission's helped by other characters, like Han Solo when you meet him at Mos Eisley cantina and Princess Leia after you save her from a detention cell on the Death Star. You can switch between these heroic characters at any time and get information from Ben, R2-D2 and dotty C-3PO.

So if you have a taste for space adventure and are man (or woman) enough to tackle the Dark Side of the Force, look out for this epic platform game when **US Gold** release it in early November.

And may the Master Force be with you!



Every major scene from *Star Wars* has been included in the US Gold version of the game. And where would a *Star Wars* game be without space battles? Pilot the Millenium Falcon through deadly asteroids and take on the might of the Death Star in your X-wing.



The first level of *Star Wars* takes place on Luke's home planet of Tatooine. Trek through miles of underground caves in search of extra weapons, life energy and shields for the Millenium Falcon. Then race around the desert in your trusty Landspeeder.

Han Solo runs through Docking Bay 94 to reach the Millenium Falcon. Collect shields and blast stormtroopers.

Blast womp rats and flying creatures hiding in the hot Tatooine caves. The spikes take away your energy.

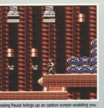
The *Star Wars Trilogy* the highest grossing group of films in the history of motion pictures. Altogether, they've netted around $1.3 billion worldwide!

Luke's travels take him to the town of Mos Eisley. Once there, he must locate Han Solo in the Cantina. This cunning hive of scum and villainy are out to stop you, so be careful!

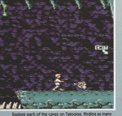
C3-PO is the golden android who's drawn into the rebel cause by his mischievious friend, R2-D2.

Smuggler, con artist and pirate, Han Solo is played in the movies by Harrison Ford also of *Indiana Jones* fame.

Darth Vader was once a pupil of Jedi, Obi Wan Kenobi. He attacks Luke in his TIE fighter at the end of the game.



Pressing Pause brings up an option screen enabling you to select a different team leader. Luke's faster on his feet but Han has a more powerful blaster.



Explore each of the caves on Tatooine, finding as many useful items as possible. One of the caverns contains this handy blaster to add extra firepower to your gun.

Return of the Trilogy

Hands up all those who can remember when *Star Wars* was first released? 1977 may seem like centuries ago to some of you but us old fogies at SEGA MASTER FORCE remember it well.

Star Wars had a massive impact on the entire film and entertainment industry with worldwide box office sales of the movie trilogy reaching a staggering $1.3 billion. However, this was easily beaten by the sales of film merchandise, which came to more than $2.5 billion!

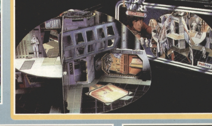
Unlike most film-makers, writer and director **George Lucas** decided his company, **Lucasfilm**, would handle the merchandising themselves. No other movie has generated as many spin-off items: there've been nearly 5000 different *Star wars* toys.

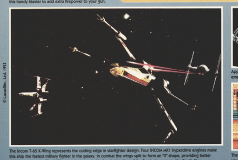
The *Star Wars* figures were the most popular toys for years — their quality and popularity were outstanding. In fact there'd probably be no such things as Turtles figures or other movie action toys if it wasn't for these little beauties.

The entire set of 70-plus figures is now extremely collectable so get rooting in your attics for those misplaced R2-D2s! The action playsets are also sought after, the Palitoy Death Star being valued at around £300 (and I've got one, heh-hey! — Sub Ed).

With strong rumours that George Lucas is planning a new *Star Wars* trilogy, collectors are already snapping up anything connected with the saga. The new **US Gold** game's just the tip of the *Star Wars* console explosion, with *Super Star Wars* already out on the SNES, *X-Wing* on the PC and forthcoming releases including *Rebel Assault* on Mega-CD, PC *Star Wars Battle Chess* and *Super Empire Strikes Back*.

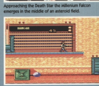
The Force is gonna be with us for some time to come!





The Incom T-65 X-Wing represents the cutting edge in starfighter design. Four INCOM MK1 hyperdrive engines make this ship the fastest military fighter in the galaxy. In combat the wings split to form an "X" shape, providing better weapons coverage. The X-Wing was instrumental in the destruction of the Empire's weapon, the Death Star.

Approaching the Death Star the Millenium Falcon emerges in the middle of an asteroid field.



The blue icon, at the bottom of the screen, increases your energy meter back up to full power.

© Lucasfilm, Ltd. 1993

The rebels need to get R2-D2 to the base on Yavin because he contains vital information.

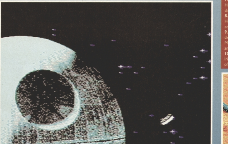
The hangar bay of the Death Star's packed with dangers and troublesome obstacles to get past safely. These include stormtroopers, robots and laser cannons. Reach the anti-gravity lift at the end and progress to the next section.

Hidden somewhere in the Death Star is Princess Leia. Find the correct cell she's been locked in.

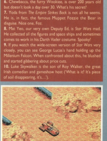
Before the Falcon can leave the battle station, the heroes have to deactivate the tractor beam generator.

Force Facts

1. Over a billion people worldwide have seen the *Star Wars* films.
2. There's a scene in *Star Wars* where a Stormtrooper bashes his head on a doorway. This mistake should've been left on the cutting room floor but it sneaked onto the finished film.
3. George Lucas's films have been seen by more people worldwide than those of any other film-maker.
4. Video cassette sales of the *Star Wars* trilogy have topped two million units in the past year alone.
5. In his spare time, Darth Vader helps little children cross the road because he's also the Green Cross Code Man. Sounds a bit suspect.
6. Chewbacca, the furry Wookiee, is over 200 years old but doesn't look a day over 30. What's his secret?
7. Yoda from *The Empire Strikes Back* is not all he seems. He is, in fact, the famous Muppet Fozzie the Bear in disguise. Nice one, Foz.
8. Mat Yeo, our very own Deputy Ed, is *Star Wars* mad. He collected all the figures and space ships and sometimes comes to work in his Darth Vader costume. Spooky!
9. If you watch the wide-screen version of *Star Wars* very closely, you can see George Lucas's hand holding up the Millenium Falcon. When confronted about this, he blushed and started gibbering about price cuts.
10. Luke Skywalker is the son of Roy Walker, the great Irish comedian and gameshow host ('What is it? It's piece of soil disappearing, it's...').



After making it's way through the asteroid field, the Millenium Falcon's drawn into the Death Star by a powerful tractor beam. The rebel heroes have to stow away in the cargo hold to avoid Imperial detection.



Dodge missile sights, Sand People and Banthas as you make your way to Mos Eisley spaceport.

Domark's latest racing game, *F1*, features intense one and two player action on some of the toughest driving courses in the world.

The options in the game enable you to set up a race exactly as you want it. Change the settings on the gears and tyres to improve your car's performance.

F1

Speed demons with a deadly craving for life in the fast lane will find this game's right up their street. Domark are about to pull the wraps off F1, an official product of the FIA Formula One World Championship.

After the poor performance of Master System games such as *GP Rider* and *S.C.I*, you may be a little wary of racing games, even if they have a first-class pedigree and claim to be the best on the market. But we at MASTER FORCE give *all* games a fighting chance, so strap on your helmet, fasten your seatbelt and prepare yourself for speedy racing action.

Domark boast that '*F1* is so fast that even Damon Hill in a hurry will have trouble keeping up with it.' If that's not blowing your own trumpet, we don't know what is!

F1 features all the major circuits, drivers and teams of the real pro competition, so those gladiatorial battles you see on a Sunday afternoon can be recreated. There's a split-screen two-player mode — with no loss of speed! — while the single-player option gives more trackside graphics and scenery.

When the wear and tear of circuit after circuit are too much, pop into the pitstop and get your tyres changed. Just like the real thing, the faster they're changed the better — take too long and you blow it in a different fashion.

Tunnel vision

Cut down from the Mega Drive version, which received a massive 92% in SEGA FORCE MEGA, there are two game modes, Arcade and Championship. Choose a circuit and race over six laps in Arcade, or enter the Championship and tackle them all, one after the other, accumulating as many points as possible as you go.

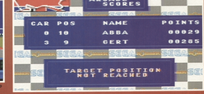
Your car can reach speeds of up to 200 mph so you'd be well advised to hold on to your hat! You race over hills and through tunnels (a first for this type of game), representing the country of your choice — Britain, France, Germany or even Japan. Drivers include Malcom Schumacher, Allan Prost and Martin Brundle, so you can take the place of your racing hero or compete against him.

From what we've seen so far, Master System *F1* looks surprisingly similar to the Mega Drive version. There are minor changes in speed and crash sequences; it's also slightly more difficult, so those who like a challenge should be pleasantly surprised.

Domark believe *F1*'s the fastest, most exciting racing game ever to hit the 8-bit. We can't give away anything more this time but look out for an in-depth review in the next exhilarating edition of SEGA MASTER FORCE.



Keep your finger on the accelerator button and race up to incredible speeds of over 200 mph.



The first race is a qualifying event. You must be one of the top five cars to finish before moving onto the next race. After each event, you're score and position are shown.

Famous tracks, such as San Marino, are all included in *F1*. Choose from seven different racing locations.

Forget *Virtua Racing* 'cos *F1* boasts stunning sound, smooth graphics and instant playability. With top racing games, such as *Ayrton Senna Grand Prix* available, *F1* has some competition!

In two-player mode, the Master System displays a split screen with player one on the top and player two below.

The Domark games programmers have managed to make *F1* an extremely realistic racing simulation.

The smooth scrolling and high speed of the cars gives you a real sense of movement in each race.

Keep an eye on the instrument display at the bottom of the screen. Your speed, fuel and position are all shown.

Even if you finish just a few seconds behind the leader, there's no guarantee of a place in the following race.

It's a good idea to monitor what your opponent's doing, especially when you're preparing to overtake.

On the starting grid, wait for the lights to turn to green before putting your foot to the floor!

Brake when approaching tight bends or your car may spin off the track into a crash barrier.



The most controversial beat-'em-up of all time is here! If you read our preview last month, you should be gagging to know what we think of the finished cart. Go ahead and have a bloody good read!





Mortal Kombat, from Acclaim, features all the action of the original Midway arcade game. There are six kombateers to choose from, each with their own special moves and abilities.

MORTAL



Once again, the time's come for the world's greatest warriors to gather and enter into battle. The Shaolin Tournament's the place where combatants challenge each other to become Grand Champion. It is a competition of honour and glory where only the toughest survive.

However, several hundred years ago, the evil wizard Shang Tsung entered the tournament and turned it into a killing ground. The ancient warrior's cursed by the gods and must steal defeated opponents' souls to stay alive. In this way, Shang Tsung's reign of terror has lasted for over *500 years*.

Killing one of the judges, Shang Tsung elected himself head of the tournament and it became a corrupt supply for his soul energy. He summoned a half human, half dragon creature, Goro, from another dimension and used him as hired muscle to consolidate his position.

With Goro as Grand Champion, the ancient wizard ensured his reign of terror. Until now...

Meet the warriors

Welcome to the ultra-violent world of *Mortal Kombat*! Based on Midway's hit arcade game from last year, you take the role of one of six world warriors: Liu Kang, Johnny Cage, Sonya Blade, Scorpion, Sub-Zero or Rayden. All characters have their own style of fighting and a range of basic moves such as punches, kicks and jumps, plus unique special moves to learn.

Mortal Kombat's played in one of two ways. In one-player mode, select a fighter and you're presented with a battle plan, showing in which order you'll tackle opponents. You first fight the other five characters in separate bouts, then a dark duplicate of yourself — a mirror match.

The next challenges are three endurance matches. You tackle two opponents, one after the other, with but a single energy bar to your name. If you're still in the land of the living after *that*, your skills are tested to the limit by two boss characters.

Goro and gore

Goro's four, super-developed arms and arcane combat skills have won him the tournament 500 years in a row. His attacks are devastating but he *can* be beaten.



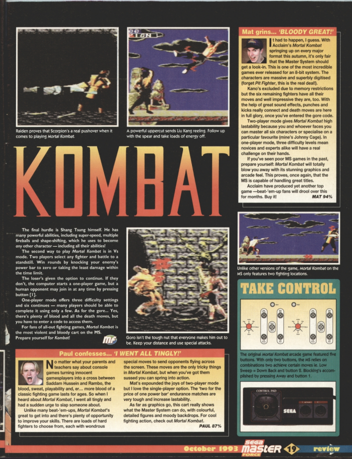
Raiden performs some much needed dental work on poor old Scorpion.



Go on, sniff that! Sonya Blade maims yet another victim with her lethal odour eaters.







Raiden proves that Scorpion's a real pushover when it comes to playing *Mortal Kombat*.

A powerful uppercut sends Liu Kang reeling. Follow up with the spear and take loads of energy off.

KOMBAT

The final hurdle is Shang Tsung himself. He has many powerful abilities, including super-speed, multiple fireballs and shape-shifting, which he uses to become *any* other character — including all their abilities!

The second way to play *Mortal Kombat* is in Vs mode. Two players select any fighter and battle to a standstill. Win rounds by knocking your enemy's power bar to zero or taking the least damage within the time limit.

The loser's given the option to continue. If they don't, the computer starts a one-player game, but a human opponent may join in at any time by pressing button [1].

One-player mode offers three difficulty settings and six continues — many players should be able to complete it using only a few. As for the gore... Yes, there's plenty of blood and all the death moves, but you have to enter a code to access them.

For fans of all-out fighting games, *Mortal Kombat* is the most violent and bloody cart on the MS. Prepare yourself for *Kombat*!

Goro isn't the tough nut that everyone makes him out to be. Keep your distance and use special attacks.

Mat grins... 'BLOODY GREAT!'

It had to happen, I guess. With Acclaim's *Mortal Kombat* springing up on every major format this autumn, it's only fair that the Master System should get a look-in. This is one of the most incredible games ever released for an 8-bit system. The characters are massive and superbly digitised (forget *Pit Fighter*, this is the real deal!).

Kano's excluded due to memory restrictions but the six remaining fighters have all their moves and well impressive they are, too. With the help of great sound effects, punches and kicks really connect and death moves are here in full glory, once you've entered the gore code.

Two-player mode gives *Mortal Kombat* high lastability because you and whoever faces you can master all six characters or specialise on a particular favourite (mine's Johnny Cage). In one-player mode, three difficulty levels mean novices and experts alike will have a real challenge on their hands.

If you've seen poor MS games in the past, prepare yourself: *Mortal Kombat* will totally blow you away with its stunning graphics and arcade feel. This proves, once again, that the MS is capable of handling great titles.

Acclaim have produced yet another top game —beat-'em-up fans will drool over this for months. Buy it! **MAT 94%**

Unlike other versions of the game, *Mortal Kombat* on the MS only features two fighting locations.

TAKE CONTROL

The original *Mortal Kombat* arcade game featured five buttons. With only two buttons, the MS relies on combinations two achieve certain moves ie. Low Sweep = Down Back and button 2. Blocking's accomplished by pressing Away and button 1.

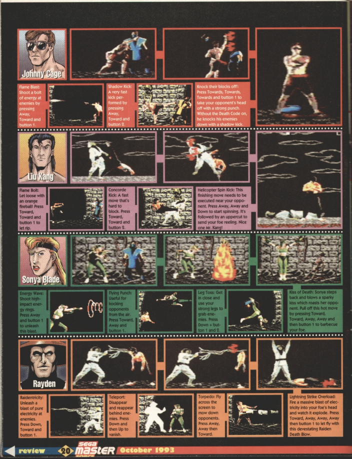
Paul confesses... 'I WENT ALL TINGLY!'

No matter what your parents and teachers say about console games turning innocent gamesplayers into a cross between Saddam Hussein and Rambo, the blood, sweat, playability and, er... more blood of a classic fighting game lasts for ages. So when I heard about *Mortal Kombat*, I went all tingly and had a sudden urge to slap someone about.

Unlike many beat-'em-ups, *Mortal Kombat*'s great to get into and there's plenty of opportunity to improve your skills. There are loads of hard fighters to choose from, each with wondrous special moves to send opponents flying across the screen. These moves are the only tricky things in *Mortal Kombat*, but when you've got them sussed you can spring into action.

Mat's expounded the joys of two-player mode but I love the single-player option. The 'two for the price of one power bar' endurance matches are very tough and increase lastability.

As far as graphics go, this cart really shows what the Master System can do, with colourful, detailed figures and moody backdrops. For cool fighting action, check out *Mortal Kombat*. **PAUL 87%**


Johnny Cage
Flame Blast: Shoot a bolt of energy at enemies by pressing Away, Toward and button 1.
Shadow Kick: A very fast kick performed by pressing Away, Toward and button 2.
Knock their blocks off!: Press Towards, Towards, Towards and button 1 to take your opponent's head off with a strong punch. Without the Death Code on, he knocks his enemies down with a shadow kick.
Liu Kang
Flame Bolt: Let loose with an orange fireball! Press Toward, Toward and button 1 to let rip.
Concorde Kick: A fast move that's hard to block. Press Toward, Toward and button 2.
Helicopter Spin Kick: This finishing move needs to be executed near your opponent. Press Away, Away and Down to start spinning. It's followed by an uppercut to send your foe reeling. Nice one Mr. Kang!
Sonya Blade
Energy Wave: Shoot high-impact energy rings. Press Away and button 1 to unleash this blast.
Flying Punch: Useful for knocking opponents from the air. Press Toward, Away and button 1.
Leg Toss: Get in close and use your strong legs to grab enemies. Press Down + button 1 and 2.
Kiss of Death: Sonya steps back and blows a sparky kiss which roasts her opponent. Pull off this hot move by pressing Toward, Toward, Away, Away and then button 1 to barbecue your foe.
Rayden
Raidentricity: Unleash a blast of pure electricity at enemies. Press Down, Toward and button 1.
Teleport: Disappear and reappear behind enemies. Press Down and then Up to vanish.
Torpedo: Fly across the screen to mow down opponents. Press Away, Away then Toward.
Lightning Strike Overload: Fire a massive blast of electricity into your foe's head and watch it explode. Press Toward, Away, Away, Away then button 1 to let fly with this devestating Raiden Death Blow.



Scorpion

Spear and Cord: Latch onto enemies and reel 'em in. Press Away, Away and then button 1.

Teleport Punch: Fly off the side of the screen to hit opponents. Press Down, Away and button 1.

Fire Breath: The Scorpion rips his human mask off and blows flaming breath at his victim. Easy to perform in the arcade but tricky here. Press Away and button 1 to block, hold 1 and press Up, Up quickly.

Sub-Zero

Ice Blast: Freezes an opponent for four seconds. Press Down, Toward and then button 1 to fire it.

Power Slide: Dive along the length of the screen for a low hit. Press Away, Away and button 2.

Double Ice Backfire: Shoot ice blasts too quickly and Sub Zero freezes himself!

Instant Surgery! : Rip your opponents head's and spinal columns out! Perform this move by standing near your foe pressing Toward, Down, Toward and button 1. Nasty piece of work that Sub Zero.

Tim gasps... *'GRAPHICS WORTHY OF A 16 MEG CART!'*

First there was the rumour, then came the hype and now it's finally here. No, I don't mean *Jurassic Park*, I'm talking *Mortal Kombat*. When the cart first arrived, nobody could get within three miles of it because Mat played solidly for 48 hours. We started to worry when he began to froth at the mouth.

When I finally got to play *Mortal Kombat* I was very impressed and understood why Mat was a gibbering wreck. This is a highly addictive cart — it's very hard to pull yourself away.

The graphics are worthy of a 16 Meg cart. The digitised characters look extremely life-like and the death moves are brilliant. So far I've had my head punched off, my spinal column ripped out and been reduced to a pile of ashes. Sounds nasty? That's because it is. If you're squeamish, I wouldn't recommend *Mortal Kombat*, but if you love a bit of blood, it's perfect.

This is the most violent and addictive game I've played on any system for a long time — believe the hype!

TIM 93%

All Goro wants is to give everyone a big hug. Any takers out there?

MF Rating

Mortal Kombat

92	Graphics
86	Sound
89	Playability
90	Lastability

A great fighting game which perfectly captures the feel of the classic coin-op

92

Acclaim
£34.99

Out: September
☎ 0962 877788

BEAT THE BOSSES

Goro

Fireball: The four-armed terror unleashes a lethal blast.

Chest Pound: If Goro grabs you he uses a four-fisted attack.

Throw: Stay clear of the Grand Champion's deadly toss.

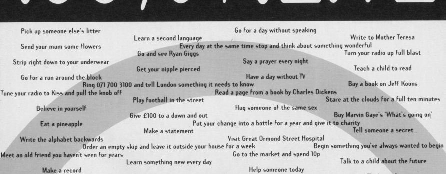
Shang Tsung

Multiple Fireballs: Skull blasts that drain loads of energy.

Shape-shifter: Shang Tsung can change into any other fighter.

Use all your skills to halt the reign of the evil Shang Tsung.

100% ALIVE



Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Phone someone you love

Learn a second language

Go and see Ryan Giggs

Get your nipple pierced

Ring 071 700 3100 and tell London something it needs to know

Play football in the street

Give £100 to a down and out

Make a statement

Order an empty skip and leave it outside your house for a week

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Go for a day without speaking

Every day at the same time stop and think about something wonderful

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Hug someone of the same sex

Put your change into a bottle for a year and give it to charity

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Help someone today

Wear a wig

Make everyone at work a cup of tea

Take a friend to the zoo

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

Make a cake

Take a friend to the zoo

Run up a downward escalator

Give up your seat on the tube every day

Get on a bus you've never been on before

Croon to your partner under a full moon

Say yes for a day

Take a bath in milk

Dance in the front garden

Do a jigsaw puzzle

Put your name on a star

Climb a tree

Shave your head

Get your hair cut

Stop someone getting AIDS

Watch 'It's a wonderful life'

Feed the birds

Dance in the rain

Learn to fly

Get on a bus you never got on before

Visit an art gallery

Fast for a day

Do a cartwheel

Drink a glass of water

Write a poem

Buy a hat

Tell someone your dreams

Clean your ears

Feed someone else's meter

Use a fountain pen

Walk on the grass

Dream for the day

Carry a flower all day

Walk home today

Make a million pounds

Visit New York

Paint your toe-nails

Feed the dog

Talk about God with a friend

Listen to Jazzie B's next show

Take your granny to the movies

Invite your neighbour to tea

Wink at someone ugly

Get up an hour earlier tomorrow

Stop saying no for a whole week

Give your favourite possession away

Buy the next record you hear on Kiss

Do 100 press-ups

Put on a dress

Memorise a Woody Allen joke

Buy your boss a present

Eat something you've never tried before

Write to your MP

Tell the truth for a day

Tell someone you appreciate what they do

Ride a Merry-go-round

Make a wish

Scream

Buy a friend your favourite book

Say hello to a policeman

Put the kettle on

Go home a different way every night for a week

Tune into Caesar tomorrow morning at 4am

Spend an hour in a place of worship

Take up knitting

Learn to listen more

Photocopy this ad and get someone else to do it

Send someone a telegram

Listen to Rodigan's next show, in the park

Sing a song at the top of your voice

Only boil as much water as you need

Put your sofa in the kitchen

Spend an afternoon speculating on how to make a million

Help a stranger with their shopping

Learn a new word every day

Go to a museum

Forgive someone

Write a fairy-tale

Do one thing to make the world a better place to live

TUNE TO 100FM, CLOSE YOUR EYES, STICK A PIN IN THIS PAGE AND DO IT.



POWER ST

Become a pothunter (no, we don't know what one is, either) and join the battle against a band of terrible sky pirates. Blasting them out of the sky is too good for 'em!

Take a trip around any arcade and it won't be long before you come across a coin-op which bears some resemblance to *Power Strike II, Gemini Wing, Fire Shark, 1943*... they all take the vertically-scrolling approach with a pile of power-ups to plunder.

Surprisingly, the Master System has never been blessed with much in the way of shoot-'em-ups (see this issue's feature). There was the adaptation of everyone's favourite arcade machine, *Super Space Invaders*, but that takes a different approach, with static screen after static screen of aliens to destroy. This is the first proper vertically-scrolling blaster we've seen — and it has one of the weirdest plots...

The what?!

It's been two years since he had the accident. The 'pothunter' was a pilot on a commercial airline when he was attacked by a sky pirate, one of a curious gang who spread terror by attacking planes carrying desirable cargo. Following a horrific crash, he spent months in hospital, slowly regaining strength, waiting for the moment he could climb back into a plane and seek revenge.

In his high-tech Flying Falcon (do you know of any other kind?), the pothunter sets off on a quest to rid the sky of these evil-doers. They won't know what's hit them when they see the firepower this guy has tucked up his trouser leg!

Power Strike II has level upon level of shoot-'em-up mayhem to get stuck into, each with a giant sky pirate at the end and tough cookies to crack along the way.

Wonderful weapons

Starting with nothing but a simple nose gun, shoot down enemies and blast open icon boxes to reveal power-ups and become an invincible fighting machine — well, almost.

There are all the usual collectables, like 1-Ups and smart bombs, but each special weapon has five levels of power. Collecting matching icons moves the weapon to the next power setting until even the nasty ring-leaders cringe in terror!

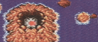
A bonus is the playing speed option. When you first play *Power Strike II*, use Slow mode to get used to the controls and enemy attack patterns. When you're confident, pump up the speed and prepare for the blasting experience of your life. There are four speeds in all — something for everyone's taste.

The joypad buttons give even more versatility to the Falcon's weaponry. By holding down button [1], you fire the current weapon continuously, but if you then let go, you send out a mega-blast. Button [2] selects special weapons and changes flight speed.

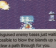
If you're a fan of classic shoot-'em-ups, have a good firing finger and fancy a blast, check out *Power Strike II* this instant!

Watch out for concealed enemies popping up from out of nowhere. Hidden foes may appear from anywhere.









The islands on the first level are particularly tricky. They're actually disguised enemy bases just waiting to unleash a lethal volley of red hot rocks into the sky at your poor ship. It's impossible to blow the islands up so rely on your top flying skills to avoid being blasted. The rocks may be destroyed to clear a path through for you.



There are many different types of power-up to collect, with each device giving your ship a certain weapon. The device is indicated by the number on the icon.

Paul blasts... *'A MINDLESS SHOOT-'EM-UP'*

Take a handful of horizontally-scrolling levels, add a sprinkling of power-ups and a teaspoon of enemies, and what have you got? A classic-style shoot-'em-up. *Power Strike II* holds nothing new or exciting. This type of game litters arcades up and down the country and can be fun and exhilarating but soon loses my attention.

Power Strike II's plus points are the wide variety of weapons: laser guns, power bolts, energy pulses... they all give the enemy one hell of a battering. The other bonus is the speed of this cart — it whizzes along at a frantic pace. At some points it's tricky to tell what's going on, things are moving so quickly.

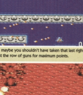
Presentation's top rank, animated sequences telling the *Power Strike* story. A pity the tunes and effects are nothing to write home about.

The difficulty setting's far too high. I selected Easy and could only just make it off the first level! Quite a challenge.

If you enjoy quick blasts of mindless action, you may be interested in *Power Strike II*. Don't expect to be playing for long, though — it'll melt your brains!

PAUL 69%





Whoops, maybe you shouldn't have taken that last right turn. Blast the row of guns for maximum points.

Tim burps... *'COUPLE OF GRIPES'*



I've played loads of games like this in the arcades but hardly any on the Master System, so when I heard of a new one I was rather excited. Now I've played it, I confess to mixed feelings.

Power Strike II's an entertaining shoot-'em-up romp, fun to play and very challenging. It's no doddle and should keep you occupied for hours.

However, I have a couple of gripes. The visuals are heavy on the eyes: your aircraft's difficult to see as it zooms over multi-coloured landscapes. By the time I'd finished playing, my head was spinning and my eyes were bulging out of their sockets (Nothing new here, then-Ed).

Gameplay's terribly difficult at times. There are so many aircraft shooting at you, it's almost impossible to survive. Once you've lost a life in the middle of a heavy level, you've had it because you lose your special weapons at the same time.

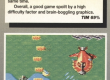
Overall, a good game spoilt by a high difficulty factor and brain-boggling graphics.

TIM 69%

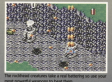


Level four takes place over a busy enemy mining operation. Blow up the mine carts, for points, and destroy the guard ships before they get you. A useful item to collect on this level is the Smart Bomb (see box below). Touch this baby and you wipe all the scum off the screen! These devices are few and far between so save 'em for loads of bad guys.





With massive power-ups and huge weapons on offer, *Power Strike II* is an ace arcade shoot-em-up.



The rockhead creatures take a real battering so use your most powerful weapons to beat them.



This weird looking craft is in fact the Pothunter's ship. It might look strange but it moves like grease-lightning.



Take that, you flaming Sky Pirates! Unleash volley after volley of powerful fire and turn them to dust.





The flickery sprites, such as your ship, are difficult to spot against the bright backgrounds. Just keep blasting!



The speed of your ship may be altered on the options screen. There are four speeds to choose from, each providing you with a tough challenge.

As with other shoot-em-ups, later levels of *Power Strike II* have multiple enemies out to stop your mission. Keep blasting away at them and race through to the last section for a showdown with the boss guardian.

Blast flying drones and they release either power-ups or special collectable icons. Shoot the icons twice and grab 'em for more points.

Some of the weapons, such as this flame thrower, only have a limited range. You need to get in really close for them to be effective.



Mat beams... *'A CHALLENGING BLASTER'*

Wow! This is what I call a tough game. *Power Strike II*'s fast, furious and extremely addictive. There've only been a handful of shoot-em-ups on the Master System (see our feature on page 48) and most of 'em are pretty poor. Being the helpful multi-national company they are, Sega heard the gripes of gamesplayers and produced a cart that's right at home on the 8-bit machine.

As with many shoot-'em-ups, the action's seen from above your ship as hordes of bad guys fly past at high speed, taking potshots at your tiny ship. Even on the first level, enemies move swiftly and can take a real pounding — whereas *you* have to make do with minimal armour.

The real fun lies in trying to power-up your vessel with the incredible weapons which float past. These devices, such as missiles, shotguns and absorption guns, give *Power Strike* the look and feel of a top arcade game.

The only problem I have is that the flickery ship sprite is hard to spot and tricky to control, but the difficulty settings, extra lives and awesome weapons will keep you playing for ages.

MAT 76%

Get a massive score to beat the computer's high score and get on the winner's table.

Staying at the bottom of the screen's not a good idea, 'cos enemy ships sometimes attack from behind.

It's not all work, work, work! Pothunter takes time out from saving the world to write to his mum.

Game over, man! Even with superb flying and a fast trigger finger, you'll need all your lives and continues.

Unleash a massive blast and then fly to freedom before it's too late.

The Pothunter's ship's a high-tech flying machine fitted with powerful engines and state-of-the-art weapons.

A quick animated story, at the start of the game, sets the tone. You're a flying hero, known as a Pothunter. Your mission's to hunt down and destroy the flying menaces known as Sky Pirates. Taking to the skies in your Flying Falcon, you set out to teach the airborne criminals a lesson!

The story is set in the skies over present day Italy. The world's similar to ours but since World War II, these aerial bandits have ruled the sky. Only a person with courage, skill and determination will be able to halt the thieves once and for all.

MF Rating
Power Strike II

68	Graphics
74	Sound
62	Playability
84	Lastability

A decent shoot-'em-up that's both explosive and challenging

71

Sega
£29.99

Out: September
☎ 071 373 3000



ROBOCO

Cop a load of this! RoboCop finally graces the Master System with the help of those lovely people at Acclaim. Decked out in body armour, we sent Mat and Tim to track down old chrome-dome.

America's future looks grim. The streets are literally crawling with crime and corruption. The police force doesn't know how to deal with it and local government's a joke. Old Detroit's worst hit by felony and devastation but that's the least of its problems: The ruthless Omni-Consumer Corporation plans to wipe it out and construct the shining Delta City in it's down-town suburbs. OCP will let nothing stand in its way!

All seems lost, dread and despair abound... but wait a minute, who's that on the horizon? It's that chrome-clad law enforcer —RoboCop!

For those who don't know the story behind the metallic justice-maker, listen up: Alex Murphy was a good cop, until corporation goons were hired who shot him to pieces and left him for dead. OCP took Murphy's dying body and transformed it into a cyborg police officer whose memory and emotion were replaced with a tireless will to uphold the law.

Unfortunately for OPC, the all-American cop has rediscovered his conscience and turned against his creators.

Up in the sky

Now it's your turn to take the place of RoboCop and battle the bad guys of Detroit. *RoboCop 3*'s a side-scrolling platform game featuring level after level of fast-paced action. You can walk, jump and shoot your way through this high-powered cart but your objective remains the same: stop OCP before they can complete their nefarious plans.

Unlike the original arcade game, you can't punch your assailants, but a wide array of weaponry makes up for this. You start with a standard shot but can pick up a three-way cannon, laser and flame-thrower. Each of these weapons has a limited supply of ammo so use them wisely.

Numerous bad guys, some mechanical, others human, do their best to stop you. Annihilate them and use special weapons to blast the end-of-level guardian before moving onto the next section. Later levels see RoboCop taking to the skies with the aid of his new jet-pack and tackling flying OCP troops, ninja robots and floating mines.

There's only one skill level but the options screen lets you set between three and five lives and one or two continues.

The future may have a silver lining but it's up to you to keep it that way. If you have a taste for action, violence and the American way, this could be the game for you. Stay out of trouble! MF

Guide Robo safely past the massive wrecking balls or lose tons of energy. Speed's important in this game.

Tim jests... 'YAWNSOME'

I have to admit, when I first heard *RoboCop 3* was due for release, I had a cheesy grin on my face! I've always been a big fan of the chrome-coated cop and I've been waiting far too long for him to grace the Master System.

Unfortunately, I was a wee bit disappointed when I finally got my hands on the game. I have no gripes with the graphics because they're damn good. Mr Robo's well animated but moves too stiffly, even for a cyborg. The bad guys are impressive and there are enough of them to keep even the toughest cop occupied. Backdrops are detailed but can get a bit repetitive.

The main trouble lies in the gameplay. After a half hour's play, I was slumped over the console, snoring my head off. *RoboCop 3* has nothing I haven't already seen in a thousand other shoot-'em-ups and the cyborg himself has few moves.

And why wait for the third movie to produce a Master System *RoboCop* game? What happened to the other two? Maybe next time Acclaim will start with a great title *and* produce a great game to go with it. Better luck next time.

TIM 54%

Avoid the missile-launching drones like the plague. Use your three-way shot to blow 'em up.

Boulder dash! Move as fast as possible to dodge the falling rocks in the abandoned factory complex.

Robocop gets nabbed by a floating sentry for moonlighting as a part-time window cleaner.



...OP 3

The action in *Robocop 3* takes place in the rundown slum areas of Old Detroit City. The corrupt organisation, OCP, is planning to knock down the crime-filled streets and replace them with the modern Delta City. The tin-plated lawman's learnt of their plans and aims to shut down OCP once and for all. It's up to you to help *Robocop* win the day.

Mat moans... *'STARTS TOUGH AND GETS TOUGHER'*

The mechanical law enforcer's back for another adventure! Acclaim have taken yet another hot movie licence and come up with a platform game which takes RoboCop deep into the heart of a crime-filled city. As I'm a fan of the movie series, I've been looking forward to the third film, but it looks like we'll have to make do with the MS game for the moment — *RoboCop 3* isn't due to appear at UK cinemas until next year.

As for the cart... It's yet another side-scrolling, blast the bad guys, big end-of-level guardian type of thang, based on the Data East *RoboCop* coin-op. The arcade game was nothing to shout about and Acclaim's latest 'masterpiece' is a good example of a decent licence turned into a poor game.

Visually it's bearable, but only the RoboCopper's feet move as he walks along — for some reason, his arm's welded to his side! Neat touches include the multiple weapons and flying sequences.

But it's the gameplay that really lets this title down. With only one difficulty setting, it starts off tough and gets tougher. This isn't always a bad thing but the controls are so unresponsive that the challenge level's just too high.

RoboCop 3's worth playing for a few hours but those robotic yawns soon start flying faster than a rocket-powered lawman. What a shame.

MAT 56%

Can I have a 99 please, mister? Robocop chuckles as ED-209 gets mistaken yet again for a Mr Wippy van.

There are mid-level guardians and other challenges for *Robocop* to tackle before he reaches the end of each stage. This section ends with ED-209 but the halfway point features an attack by missile-launching thugs.

Dodge OTTOMO on level 2 and blast it in the back to become victorious.

OCP throws everything it can at poor old *Robocop* in an effort to stop him interfering with their plans for Detroit.

Although most enemies fire fast at you, it's possible to avoid some hits by crouching down.

MF Rating

Robocop 3

78	Graphics
65	Sound
45	Playability
41	Lastability

A good looking shoot-'em-up — shame about the lousy gameplay

55

Acclaim
£29.99

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G FORCE
October 1993
Previewed
Star Wars
Sonic Chaos
James Pond
Wolfchild
Addams Family
Terminator 2
AND MORE!
WIN!
Cool Spot goodies galore from Virgin Games!
Up The Junction!
Weird puzzle game reviewed & slated!
Cop Out!
Two new RoboCop releases are announced!



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You can't switch on the telly or walk down the street these days without seeing that radical surfer dude, Cool Spot. **Virgin**'s latest and greatest hero has taken the console world by storm.

So far, only Mega Drive owners have seen the red rascal in action, but the good news is Game Gear freaks are set to trot down to the beach and join the main man as he makes his debut on the small screen before Christmas.

There's trouble brewing in Cool Spot's home town: his mates have been nabbed by the diabolical Wild Wicked Will. The rogue needs to prove to the world he's not a sad old fruitcake with a 7-Up fetish and these walking, stalking dots really *do* exist. As Cool Spot, it's your job to locate your nearest and dearest across eleven bubble-bustin', fizz-filled levels.

On each stage, there are a number of smaller red dots to collect before you can release a buddy from his cage. Armed with deadly fizz, zap crabs, frogs, aeroplanes, mice and false teeth, of all things, en route to Wicked Will's lair

To whet your appetite, **Virgin Games** are giving away ten incredibly stylish Cool Spot bags, each containing a Cool Spot Frisbee, T-shirt and pin badge. Just the gear for the summer. The bags are waterproof and will survive any beating you give them on the beach.

Want to be the envy of your mates this holiday? OK — listen up. Take a look at the two pics of Cool Spot below.

The pic on the left shows the good-looking guy in all his glory. However, Cool Spot on the right has been to the SEGA FORCE MEGA cosmetic surgeon. We've made FIVE changes to the pic and all you have to do to win the Cool Spot goodies is tell us what those changes are. Easy!

Write your answers on a postcard or back of a sealed-down envelope and get your entry to us by **16 September 1993**. The address is: **I'VE BIN COOL SPOTTIN' COMPO, Impact Magazines, Ludlow, Shropshire SY8 1JW.**

Please state if you DON'T want to receive promotional material from other companies. Oh, and good luck!

COOL SPOT™

News & Previews

Another massive chunk of red-hot news and goss from the world of Sega's nifty handheld. This month: up-to-date info on *Sonic Chaos*, *Robocod* and *Star Wars*, a sneak peek at Domark's *F1*, which went down a storm on MD last ish, Virgin's *Wolfchild* and a full review of a weird little puzzle game, *Junction*.



Metal vs metal

Those two metallic movie monsters are set to slug it out on the Game Gear this Yuletide. **Virgin Games** are producing *RoboCop vs Terminator*, based on the **Dark Horse** comic series. The game places you in the role of Officer Murphy (aka RoboCop) as he encounters hordes of Arnie skeletons and attempts to prevent the creation of the human-slaughtering Skynet computer. The game's still in early stages of production. We'll grab the first screenshots for a future issue.

Fish and quips



It's a bit like the January sales in the hand-held world at present — software houses are snapping up **Electronic Arts'** games for production on 8-bit. **US Gold** are next in line with the November release of *James Pond: Robocod* on Game Gear.

In case you're unfamiliar with this suave, sophisticated dude, James is an undercover agent, employed by the intelligence agency, F.I.S.H. His latest assignment's to rid the world of a rapscallion by the name of Dr Maybe, who wants to take over the world and ruin everyone's Christmas.

You see, the doc has infiltrated Santa's toy factory in the North Pole. The toys are no longer cutesy and cuddly and, to add insult to injury, Maybe has planted bombs disguised as penguins all over the joint, set to blow in just 48 hours.

As James, don your robosuit (without it you can't survive out of water) and race around 60 rooms, bouncing on bad guys to oust them and ensuring each room's clear of penguins before you leave.

Licensed to gill

Robocod's a must for platform fanatics. The Mega Drive version went down a storm when it was released two years ago. The Game Gear version contains all the features of the 16-bit game, James scaling walls (no pun intended!) and extending his metallic body when necessary.

The humongous guardians are there, too. Remember the mutant teddy bear, jumbo car and killer snowman? There are all manner of objects to collect which help Pond's task and, as in the Mega Drive game, when some objects are collected in a certain order, cheat modes are accessed and power-ups obtained.

Ade's had a quick blast of the game and reckons it looks mighty impressive. The graphics are 16-bit quality, animation looks well smart and those humalong theme tunes that drove us all crackers the first time around have been included in the handheld version.

As the game's now just fin-ished, we'll have a full review of *James Pond: Robocod* next issue.

A spot of car trouble? Pond dodges these toothy motors.

Outside Santa's toy factory.

Paws for thought

The Mega-CD version of *Wolfchild* was a bit of a howler (63%, SEGA FORCE 19) but **Virgin Games** reckon they're not crying wolf when they claim it will convert beautifully to Game Gear. Let's see how the whole thing's shaping up...

Saul Morrow is a man with a special secret (well he would be, with a name like that! —Ade). As a guinea pig in his scientist father's experiment, Project Wolfchild, Saul's become a lycanthrope, a being with psychic powers and the ability to transform from man to wolf and back again.

Things go from bad to worse as Saul's dad is kidnapped and the rest of his family slaughtered by the fiendish Karl Draxx. Surprise, surprise, Karl's another one of





these megalomaniac-type chappies, who seeks world domination through a terrorist organisation, Chimera.

Wolf-whistling

Saul must thwart Karl's plans, oust his minions, locate the man himself and kick ass once and for all. If successful, he *should* lay his hands on his dear pa-pa and his family's death will have been avenged.

Wolfchild features 400 platform-based screens set over five worlds. Saul's mission starts on a giant battle cruiser en route to Chimera HQ, where he suffers aerial assault after aerial assault before landing on the outskirts of a forest, choc-full of hostile plant life, giant lizards and mutant chameleons.

As Saul confronts numerous situations, he must decide how best to tackle problems, in human or man-wolf form. Power boosters and mystical flame shots are there for the taking as Saul negotiates underground temples of a long-forgotten civilisation where outsized insects and ancient man-made traps await.

Wolfchild's still under wraps, but expect a full review soon. It's out at the end of the summer but a price has yet to be announced.

Sonic Chaos

Game Gear ● Sega ● Out: December

The two-tailed fox finally comes to the GG! Known as *Sonic & Tails* in Japan, this cart brings the thrills of MD *Sonic 2* to the handheld.

Last November, the world rejoiced at the release of *Sonic 2* on all three Sega machines. Unfortunately, the joy was tempered for Game Gear owners when they realised they weren't getting an 8-bit version of the MD cart but an entirely different game. That's not to say GG *Sonic 2* was a bad game, it was a great, but fans were disappointed that Tails was only a bit-part character waiting to be rescued.

Sega are setting matters right with their *Sonic Chaos* title, tentatively scheduled for release at the end of the year. This time, GG users can play Sonic or Tails (though not both at the same time).

The game design's close to MD *Sonic 2*. There are the usual loops and springs, a spiralling loop and rocket boots, in case Sonic's not fast enough for you. Plus the spin-dash move has been added so you can blast off from a standing start.

Finally, all the excitement of 16-bit *Sonic 2* is available to you Game Gear freaks — it looks like it's been worth the wait.

Totally Cosmic, man!

Us humans are a cynical lot. Many of us doubt the existence of life on other planets. Well, G-FORCE now exclusively reveals the patter of tiny feet *can* be heard out there in the great unknown. The guy making the *most* noise is a smartly dressed, gag-telling alien called Cosmic Spacehead. His kinsfolk on the planet Linoleum have heard many stories about the big planet known as Earth, but they're not too sure it actually exists.

So they declare Cosmic the first alien tourist and send him into space, camera in hand, to take a couple of holiday snaps of this huge blue and green sphere they've read so much about.

Out of his head

The game *Cosmic Spacehead* combines arcade action with adventure elements. Cosmic investigates several bizarre locations at the three main stop-off points en route to Earth. The first is Linoleum, then there's Detroitica, a vehicle factory on a lone asteroid, and finally a weird and wacky space station.

In each play area, Cosmic interacts with other characters and manipulates objects to help him on his journey. He's controlled by a series of commands: move, look, examine, give, use etc. Travelling between each adventure play area involves completing one of 32 arcade-oriented action games, such as astro-car racing, robot attacks and asteroid fields.

Codemasters are the boffins behind Game Gear *Cosmic Spacehead* and they're planning a November release. Central Television are currently filming a Cosmic Spacehead cartoon series, to be screened in October. Both companies promise they'll capture the wild stylised visuals of 1950s cartoons, which is sure to be an unusual sight.

Luke before you leap

Luke Skywalker fans have **US Gold** to thank for the August release of Game Gear *Star Wars*. Even though the game's also due out on its close relative, the Master System, the handheld version's been specially programmed for the small screen.



The Sega game's based on NES *Star Wars* and follows the same plot. For anyone who hasn't seen the film (Ade's one of 'em), here's the story:

Princess Leia and her spies have got themselves into a spot of bother. They've stolen the plans to the Death Star, a vast, moon-like weapon fronted by none other than Darth Vader. The plans reveal a design flaw in the Death Star's design so Leia sends the plans to the Rebel Alliance (the good guys), but gets captured by Darth and the Empire (the bad guys).

Feel the Force

It's your job as hunky Luke Skywalker to rescue Leia, defeat the Dark Side of that ever-present mystical Force and blow up the Death Star. As you search the caves of Tatooine, you must locate and rescue R2-D2 from the Jawas and retrieve a light sabre from Obi-Wan Kenobi. **US Gold** have completed work on GG *Star Wars* so check G-FORCE next month for an in-depth review.

Booked for Christmas

Those luvverly peeps at Virgin Games have announced a Game Gear version of their forthcoming Mega Drive stunner, *The Jungle Book*. The 8-bit game is only 50% complete as we write but should be ready in time for Christmas. It's programmed by Dave Perry, creator of *Cool Spot* and *Global Gladiators*. More rumbles from the jungle when we get them.

The winning formula

Good news! Game Gear owners can now don helmet and gloves and take part in the pant-wetting action of **Domark**'s *F1*. There are two choices of gameplay, Arcade and Grand Prix. Arcade is a foot-to-the-floor affair as you attempt to finish each lap in the fastest time, Grand Prix enters you into the Formula One season. There are eight races and you must finish in the top six to gain World Championship points.

GG *F1*'s nearing completion and heading for a mid-September release.

Junction

Screw on your thinking head and slip on your National Health glasses because a new brain teaser from Sega has hit the Game Gear. Boy, is it a tough one!



Junction's gameplay sounds simple — deceptively simple. You're a small red ball (so plenty of life-long ambitions to be fulfilled here...) and your aim's to roll over all the scattered checkpoints of single-screen levels.

The ball runs along a track formed by several blocks, which are shifted around to form different track patterns (like the plastic sliding puzzles you used to get in your Christmas stocking, then prmptly forgot about). There's a time limit and the red sphere's constantly moving so creating a path to checkpoints, avoiding dead ends and steering clear of enemies is no easy task.

Aside from basic blocks — horizontal and vertical track sections, crossroads and curves — there are immovable gold blocks and special ones to change direction and jump platforms. Pick-ups appearing on individual blocks give extra lives, extend the time limit, decrease or increase the ball's speed and so on.

Alma's Giro?

Every tenth stage cleared rewards the player with a bonus game in which they can win more balls. Three cute 'Almagiro' creatures spin around and are slowed at the press of a button. An extra ball's awarded for every 'Almagiro' left facing front.

There are 50 stages and you can select any from the options screen, along with the number of lives and three skill levels, where Easy removes enemies and Hard decreases the time limit. Be warned, though: even Easy had us gnashing our teeth. ■

PAUL 30% Puzzle games fall into two categories — fantastically addictive and terminally dull. Sadly, *Junction* falls into the latter.

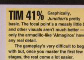
The basic idea's sound enough and it's been used in loads of other games on different formats, where it worked well and provided hours of brain-teasing fun. However, *Junction* doesn't even begin to climb the entertainment ladder and you'll only last a couple of levels before you fling your GG out of the window in frustration!

The controls are sluggish, the sound's abysmal and the puzzles too difficult and abstract to provide lasting enjoyment. The graphics are okay, but then games like these hardly stretch the GG's graphics capabilities.

Junction's a below-standard release for the quirky puzzle genre. It's been available on import for a while — hopefully it'll remain there for a long time to come.

Those yellow blocks are the worst of the specials — they can't be moved so you have to work around them.

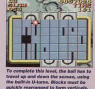
The red ball's heading straight for a pyramid. It's not sightseeing, it's used as a ramp to jump the next block.



TIM 41% Graphically, *Junction*'s pretty basic. The focal point's a measly little ball and other visuals aren't much better — only the armadillo-like 'Almagiros' have any real detail.

The gameplay's very difficult to begin with but, once you master the first few stages, the rest come a lot easier. However, as the difficulty gradually increased, I gradually lost interest; as you can appreciate, it's hard to feel motivated by a naff ball graphic.

Sorry to be so down on *Junction* but I thought console games were meant to be fun. Oh well, maybe I'm just too thick!



To complete this level, the ball has to travel up and down the screen, using the built-in U-turns. Blocks must be quickly rearranged to form verticals.



Highly Acc

One of the biggest developers of quality Sega Mega Drive games are also busy converting stunning titles to run on the Game Gear. From beat-'em-ups to comic books, cartoon characters to movie good guys, it seems Acclaim have something for everyone...

Mortal Kombat

Moral debate aside, if you haven't been impressed by what the up-and-coming king of beat-'em-ups has to offer, you're a very cold fish indeed.

Converted from Midway's impressive coin-op, *Mortal Kombat* combines the skill and sophistication of *Street Fighter II* with fantastic digitised graphics and — of course — gore a-plenty.

Run-of-the-mill fighting games show beaten opponents fall to the ground or disappear; not so with *Mortal Kombat*, where players have the opportunity to mutilate stunned opponents in several ways, depending on the character they chose. The fearsome Scorpion burns his opponents, leaving their skeletal frame to crumple into a heap, Kano rips out their heart, whereas Sub Zero rips his opponent's



The first screenshot from the Game Gear version of Mortal Kombat — remember, you saw it here first, folks!

head off, spinal column and all!

Known as 'death moves', they're activated by particular button and D-pad combinations which can only be implemented by the winner of a fight. The bloodshed isn't limited to these over-the-top moves: hefty blows result in an unhealthy spray of red from the victim.

Naturally, there's no two-player option on the Game Gear, but the single-player game sets you against all other combatants, including a darker version of yourself (a mirror match), then two within the same bout (the endurance rounds) the four-armed Goro and Shang Tsung. This corrupt wizard rules the tournament and can become any other character.

With six fighters to choose from, a host of violent moves, two boss characters and the promise of much cosmetic excellence, *Mortal Kombat's* the beat-'em-up to look for when it's released on September 13 — Mortal Monday.





Spider-Man ™ & © Marvel Entertainment Group 1993

Spider-Man and The X-Men

Game Gear owners are spoilt for choice when they want to thwart the odd evil-doer or few: *X-Men* and *The Flash* coming soon, *Superman*, two Spider-Man games... and this cart, starring both the web-slinger and **Marvel Comics'** merry mutants.

Four of the uncanny X-Men have been captured by Arcade, one of their most persistent foes. As Spider-Man, explore streets and the outer areas of Arcade's base, punching out mechanical foes and assembling parts of a key.

When the key's complete and the X-Men found, Arcade sends them to different parts of his fortress and you're given the choice of four heroes — Cyclops, Wolverine, Storm, Gambit and Spidey — who each have two levels to themselves.

Use Storm's weather-controlling powers underwater (huh?), escape a massive spiked ball as Gambit, use Wolverine's razor-sharp claws in a surreal toy room and face guest-star villains a-plenty before the showdown with Arcade himself. Teach him a lesson for charging 50p for a crumby old game of *Kung Fu Master*!

If you're finding it difficult to get radioactive spiders to bite you, can't convince secret Canadian organisations to replace your skeleton with a shiny metal one and weren't born with the ability to fire force beams from your eyes, wait for *Spider-Man and The X-Men* to arrive — it's a lot less bother and probably a lot more fun!

laimed!

The Addams Family


Pictures courtesy of BSkyB



The spooky, ooky family made their silver screen debut many a witching moon ago but are only now appearing on 8-bit systems. The SNES (spit!) has two Addams Family carts to its name and the GG game is a combination of the two.

Gomez Addams' beloved son, the chubby, evil-eyed Pugsley, is 'uncharacteristically distraught — his family have disappeared. Now, if just his loathed sister had gone AWOL he'd be cheered no end, but without Mum, Dad, Uncle Fester and the rest, he feels lonely.

So off Pugsley trots to explore the mansion's rooms (levels) and rescue his folks. Weird reptiles, apes, knights and miscellaneous ooky beasts frequently block his path, but with an energetic bound, Mario-style, they're literally popped off. Big spikes, guillotines and scorching-hot flames must be avoided but sweets and candy canes gives points while love hearts restore energy.

Pugs needs as much energy as possible to survive end-of-level monsters such as a giant snowman, rat and judge, but his reward for hanging on and wearing away their energy is the release of one of his loved ones — or his sister.

Judging from other versions, *The Addams Family* will be one of the most colourful, playable platform games to reach Sega's handheld. It's shaping up to be a golden autumn.


© Orion Pictures 1993

RoboCop 3

This adaptation of the yet-to-be-released movie is pencilled in for a late September release. In keeping with the previous films, it's full of corruption, oppression and violence.

This time, RoboCop's out to defend the citizens of Old Detroit from the money-mad oppressors at Omni Consumer Products. As the area's unprofitable, their plan is simple — demolish it and replace it with a mass of gleaming chrome and steel to be known as Delta City.

However, rather than offering the 'undesirables' of the slum area a better alternative to their current abode, OCP's ironically-named Rehab Officers are simply evicting or — if need be — killing civilians. As fans of the films know, RoboCop doesn't just have the traditional sense of justice, it's his entire way of life, so he's taken it upon himself to protect the homeless.

And from such sorry tales do epics begin. Rather than creating a new game, **Acclaim** have taken the basic structure of **Data East**'s playable *RoboCop* arcade machine and adapted it to fit the third film's plot.

While this could be interpreted as a cop-out (ha!), *RoboCop 3*'s still looking like hot property. The coin-op's punch move has been taken out and replaced with a selection of pick-ups and flying sections have been added.

The arcade machine was known for its neat difficulty curve and manic action; let's hope the Game Gear incarnation of the second sequel has more of the same.

T2
The Arcade Game

Despite the *Terminator 2* movie's stunning special effects and excellent production, it couldn't match the gritty atmosphere of its predecessor. Nevertheless, its many action scenes and impressive liquid-metal T1000 Terminator make it great fodder for conversions — of which there are been many.

The 8-bit computers have their own *Terminator* games, the SNES a platform affair, the Mega Drive has a second *T2* cart set for release at the end of year... and now there's going to be another!

Based on the popular coin-op with its cabinet-mounted Uzi guns and fantastic digitised sprites, *T2: The Arcade Game* is a tall order for a Game Gear, but hopefully Acclaim can pull the metaphorical rabbit out of the hat.

Just how the weapon-wielding madness will work with a little joypad and small screen is a puzzle, but all the graphics will be included so *T2*'s gonna be a sprite-packed cart, if nothing else.

BEAT THE SYSTEM



Boy, have we got a treat in store for you this month! Not only do we have our usual array of mini-tips for all your favourite games, we've also have — wait for it — a wopping six-page players' guide to Mortal Kombat. Yes, you too can rip out Johnny Cage's spinal column and punch Sub-Zero's head off. Unfortunately, we've had to put our Action Replay section on hold until next month, when our main man comes back of his hols, but don't forget to keep sending your tips and maps because we've a £50 prize waiting for the best ones. Send all your stuff to: BEAT THE SYSTEM, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Now put on your knuckle dusters and prepare yourself for Mortal Kombat!

BEAT THE SYSTEM, SEGA MASTER FORCE,
Impact Magazines, Ludlow, Shropshire SY8 1JW.
You could walk away in one of our posh new T-shirts!

TIPS INDEX

TIPS

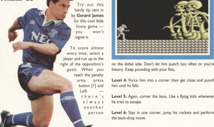
WONDERBOY 3

Kris Fox from **Swindon** has sent in some handy codes to fight the nasties for this exciting little platform adventure. Try 'em out.

Lizard Man: 1WZ4 JHO 289Y 5BX
Mouse Man: 2CKF 3L4 894Z ASF
Lizard Man: NFKU IEO 403P X88
Lion Man: 2CKF KKO 8RGP V9J
Hawk Man: ZP34 N41 DGIF TVF

WORLD CUP ITALIA '90





Try out this handy tip sent in by **Gerard James** for this cool little footy game — you won't regret it.

To score almost every time, select a player and run up to the right of the opposition's goals. When you reach the penalty area, press button [1] and Left — there's always another person waiting. When he gets the ball, press [2] and the goalie almost always fails to save the ball. Practice this technique for consistent results.

STREETS OF RAGE

Here's a great guide to combat the bosses in this superb beat-'em-up, only just knocked off the top spot by *Mortal Kombat*. Thanks go to **Tom Lambert** from York.

Level 1: Wait at one side and grab the boss when he's about to throw his boomerang, then use the back-drop move on him.

Level 2: The best thing to do is just keep punching. Don't fight this boss as Blaze, she's not ideal for the job.

Level 3: This one's a bit on the lethal side. Don't let him punch too often or you're history. Keep pounding with your fists.

Level 4: Force him into a corner then get close and punch him until he falls.

Level 5: Again, corner the boss. Use a flying kick whenever he tries to escape.

Level 6: Stay in one corner, jump his rockets and perform the back-drop move.

SHADOW OF THE BEAST

Here are a few handy tips to have up your sleeve when playing this tricky arcade adventure. They were sent in by **Chris Page** from **Bath** and take you through the various objects.

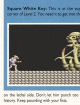
Extra Life: Drop the coin down the well situated at the start of Level 3 and you receive a cherished extra Beast.

Jet-Pack: You'll find the jet-pack and mask outside the entrance to Level 5. Put them on before you enter the room or you're killed instantly.

Crucifix: You'll find this in the castle. Keep it handy, you need it to summon the King Gargoyle.

Round Key: Found on the platform underneath the orb keeper on Level 1, it opens the door at the end of Level 2.

Square White Key: This is at the top right- hand corner of Level 2. You need it to get into the castle.



PRINCE OF PERSIA

G Hyde from Birstall in Leicestershire has discovered some secret rooms in Domark's Middle-Eastern romp.



Level 1

Jump over the first set of spikes, touch the door switch and knock the roof down. Climb up and run left to find a blue potion.

Level 3

When you see the skeleton sleeping, climb up to the platform on your right and run right until you find a potion.

Level 11

Kill the guard by the guillotine and stand over his body. Press Up to knock the roof down.
Run left until you come to a dead end. Stand by the wall and allow yourself to fall (by means of a loose platform).

SONIC THE HEDGEHOG

To continue the regular *Sonic* tips, **Robert Fay** from **Dublin** has sent in this handy cheat.

On the final airship level, instead of climbing up the ladder, walk left and fall off the ledge. You should land on a platform. Keep going right and a ladder should come down.

Climb up the ladder to collect an extra life then jump right and you should land on another platform. Go right and you should see the Chaos Emerald. Jump from the platform and collect it.

Walk left but watch out for bombs. Keep going left to finish the level.

Mickey Mouse: Castle of Illusion

Complete solution part 2

'No more maps!' you cry. 'What am I going to do?' Don't panic, simply follow our step-by-step guide to the second half of Mickey's adventure.

LEVEL 4: The Library

Go right, jump the pit and kill the bug and aeroplane. Continue right but be careful of the giant letter 'A's. Don't go up the first ladder, keep going until you reach three ladders in mid-air. The chest on the right is a piece of cake.

Climb up the left-hand ladder and avoid the 'A' at the top. Go up the ladder on the right side of the room (the chest you pass is a 500-point coin) and left at the top. Keep going left and when an aeroplane comes, crouch down in one of the holes in the floor.

Go down the ladder you find and get the chest, if you need it — it's a piece of cake. Go left, jump onto the handle of the spoon and you fly up. Press left and you come to a platform. To the right of the ladder in the air are two invisible chests, both 2000-point coins. Climb down the ladder and land in the tea cup.

Swim right, avoiding the sugar cubes. The best way to kill them is to pick up a chest and throw it at them. You come out of the right of a pit with a platform. Jump off it onto the ladder above. Go up to find two 2000-point coins.

Come back down and jump across the three pits. The best way to cross the third is to wait for a plane to fly across the top then bum-bounce on it. Jump up the side, go up the ladder and pick up the honey pot. Throw it at the first bug, then the second. Put it under the ladder and go up.

On the left of the next room is a rainbow gem. Go right and kill the 'A'. Just before a gap in the wall are two blocks in the floor. If you go down by bum-bouncing on them, you see two chests — a try (continue) and a 2000-point coin. But if you go down here, you have to go back to the tea cup, which wastes time.

Go through the gap in the wall and turn right. Some of the notes start moving up and down so be careful. Get the honey pot (on the far right) and fall down the gap in the floor. Jump the gap, kill the 'A' and place the honey pot against the wall. Jump over, get the chest (a 500-point coin) and go down the ladder.

Go right, avoiding the 'A's, get the chest (cake) and go down the ladder. Keep pressing left; there's a secret room in the wall but it's hard to get into.

To kill the boss, bounce off the letters he fires and land on his head, five times.

LEVEL 5: The Clock Tower

Watch out for the rotating platforms, they push you back. To kill the little cogs, bum-bounce the top of the pile until they're gone. Go right and jump up the ladder, then left and bum-bounce on the screws.

Jump onto the swinging pendulum and swing to the other side. Go up the ladder and turn right. Jump onto the green platform and continue right. Kill the two sets of cogs and go down the ladder on the right. There's a 2000-point chest and a fifth power star. Go left to the next rainbow gem, left again and do the same as before.

When you get off the green platform, go up the first ladder (the set of cogs will have reappeared). Kill the first cog with the screw, go left and kill the second cog with the second screw. Jump up onto the left-hand ladder and climb up. Get the screw on the left (the chest is a piece of cake).

Run right and kill the mechanical bird with the screw. Wait for the green platform and jump on it. Jump onto the block with the screw on top and pick it up, jump back on the green platform then the one on your right (you should still have the screw).

Drop onto the platform below and kill the bird with the screw. Jump onto the platform above and bum-bounce the bird to clear the gap. Go right, bum-bounce the clock and go down the ladder.

Jump onto the pendulum and off the other side. Go far left to get a piece of cake. Climb down the ladder, right, down the next ladder. The chest is a coin.

To kill the boss, bum-bounce his face when he swoops, avoiding the cogs.

Level 6: MIZRABEL'S CASTLE

Go left and bum-bounce the knight. These knights soon recover so watch out. Run under the weights, jump the gap then pick up the honey pot and throw it so you can get through the gap above the rocks. The chest's a 500-point coin.

Climb up the ladder and turn right. The screen goes dark so pick up the lantern and progress right. When you see two chests, throw your lantern so you can get to the ledge above. Kill the first chest — it comes to life and follows you. The other chest is a piece of cake. Go onto the ledge above and up the ladder.

On your left is a pool — don't swim in it. Get onto the platform, jump left and get the two chests (some cake and a 2000-point coin). Bum-bounce the two blocks in the middle and jump back onto the right-hand platform.

Jump back to your left and as the platform passes under the gap, fall onto it, making sure you bob down. Go up the ladder and get the key (the chest's a 2000-point coin). Come back down, go left and open the door. Climb up the ladder and go right.

Kill the first chest — it's a bad one. Dodge under the weight and go right. Bum-bounce the second set of blocks, go down and get the chest (cake). Go up the gap you made and go right. Bum-bounce the first four blocks, drop down, pick up the key and go back up the gap. Go right and unlock the door.

Bum-bounce the three ghosts to cross the pit. To get extra height, press button [1] as you're about to hit a ghost. Keep going right until you reach a passage you can't fit through. Crouch in front of it and let the screen push you through. Go right and do the same on the second pit.

Swim through the water (the chest is some cake) and keep going right until the screen stops. The chests are a 2000-point coin and cake. Go through the door, right and up the steps, right and down the second ladder (the chest is cake). Pick up the lantern, go right along the top, jump the gap, kill the bad chest and position the lantern underneath the ladder.

Go up the ladder, avoiding ghosts. At the top is an invisible chest, which holds cake. Go left and enter the middle door (the other two take you back to the start of the level). Bum-bounce all the blocks and fall through at the far left of the room.

To kill the dragon, pick up the honey pot, wait on the right until he looks down, then jump on the platform. Jump and throw the honey pot at his head. Repeat about six times. When he's dead, go through the new gap and get the chest (a piece of cake). Jump up the ladder and go right.

You've reached Mizrabel herself! To kill her, simply pick up the lantern and throw it at her, avoiding the two stones. Do this about six times and young Michael Mouse is triumphant!

Mr X: The best to get rid of the big boss is to grab him before he fires then use the back-drop move.

CHOPLIFTER

This tip was also sent in by **Gerard James**, and makes exploring those islands and rescuing all the hostages a lot easier.

For a level-select, press Up, Down, Left, Right (he doesn't say where — try the title screen first) then press Start.

WIMBLEDON TENNIS

Although Wimbledon Fortnight's long gone, it's nice to practise your backhand and volleys on this cool game. To make life easier, **John Fife** from **Kilmarnock** (or should that be John Kilmarnock from Fife?!) has sent in some handy codes to help you win some decisive matches.

ENK IHS SHK	French tour winner
HKE RIF WBE	Wimbledon second year winner
JIK EQJ XHM	American tour winner
GGK HSE WSK	Australian tour winner
JIK SXM XPM	Won everything!

SUPER TENNIS

Continuing the sporting flavour, here's another tip from **John Fife** (who's obviously a racket fanatic). If you choose Level 1-2, stand at the corner when you serve. Keep your finger on button [1] for a super-serve.



MORTAL KOMBAT

Mortal Kombat hits the streets in September so you're gonna have to be prepared. Here's everything you need to know to become a top Kombateer!

JOHNNY CAGE

The muscle-bound movie star has a variety of deadly moves to use on unsuspecting opponents. His Fireball saps loads of energy and his Shadow Kick travels the entire length of the screen. Johnny Cage's special moves are easy to access but he's also the least played character in the arcades according to Acclaim statistics. Try this useful combination: get in close, perform an uppercut and Shadow Kick your opponent when they're in mid-air.

Vs Sub Zero: Once again the Fireballs cause loads of damage but Shadow Kick the icey ninja and he uses his Power Slide to knock you over.

Vs Johnny Cage: It's time to go face to face with yourself! To beat your look-alike, get in close and deliver uppercuts followed by high kicks.

Vs Scorpion: Blocks Shadow Kicks but leaves himself open for low leg sweeps. Uppercuts work well but if you're standing close he spears you.

Vs Goro: Steer clear of his powerful arms. Keep him at a distance with Fireballs then Shadow Kick him when he moves closer.

Vs Liu Kang: Stop the martial arts expert's flying kicks with your own high kicks. He blocks Shadow Kicks but well timed Fireballs knock him senseless.

Vs Shang Tsung: Duck when the sorcerer launches his three lethal fireballs. Hit him once he's transformed into another fighter.

Vs Sonya Blade: Start with a few Fireballs then follow through with a Shadow Kick. Watch out for her leg sweep followed by the Leg Toss.

Vs Raiden: The Thunder God loves to show off. A lightning blast's usually followed by a torpedo so get ready to leap at the right time. Use leg sweeps a lot.

With the evil wizard defeated, Johnny Cage stays to defend his title. Returning to Hollywood he becomes an even bigger star in *Mortal Kombat*: The Movie.

SUB-ZERO

This mysterious character has entered the tournament to have revenge on fellow ninja Sub Zero. His powerful ice blasts are useful for freezing opponents and following through with an uppercut guarantees you victory. Against such characters as Raiden and Scorpion, Sub Zero's Power Slide is handy for knocking enemies to the floor. To finish a round in spectacular style, perform the Death Move and rip your foes head and spinal column clean off. What a way to go! It's slightly harder to perform Uppercuts with either Sub Zero or Scorpion.

Vs Scorpion: Sub Zero is particularly useful against this character. If he throws his spear and you launch your ice blast at the same time, only he's hit.

Vs Sub Zero: It's mirror image time again. Beat the other Sub Zero with flying kicks. Don't try and use ice blasts as he'll beat you to the draw every time.

Vs Liu Kang: A tough opponent and fast as well. He uses a combination of Flying Kicks and Fireballs but can be frozen in mid-flight by an ice blast.

Vs Goro: Fire off a few frozen shots first and follow them with high kicks. You won't be able to Power Slide him but get in close to uppercut the monster.

Vs Raiden: This guys a pushover. Freeze him when he attempts his Torpedo and even when he's teleporting. Power Slide beneath his Torpedo as well.

Vs Shang Tsung: The final battle. Wait for him to shapeshift and give him an ice blast. Try the Power Slide when he's using his fireballs.

Vs Sonya Blade: Sonya manages to block most of your ice blasts so use the power slide to send her flying and leg sweeps to finish her off.

Vs Johnny Cage: the flashy movie star loves to show off. Leap through the air and kick him down or get in close, uppercut him and then use an ice blast.

As the tournament ends, we find out that Sub Zero was actually hired to assasinate Shang Tsung. Mission completed, he simply fades into the shadows...

SONYA BLADE



Having learned to fight in the US Army, Sonya Blade now forms part of a top secret para-military anti-crime unit. She's on the trail of the criminal Kano. Even though he's not actaully in the game she's still at the tournament because Shang Tsung's captured her friends. Her fast abilities are useful as her Flying Punch knocks opponents from the air and her Energy Wave causes tons of damage. Get in close and suprise foes by performing the acrobatic Leg Toss. Avoid using the Leg Toss too often with foes as one simple punch could knock you to the floor. Sonya's still one woman not to mess with though!

Vs Scorpion: This dude's a doddle to beat if you're up on your combo's. Start with an Energy Wave blast, move in close, leg sweep and follow through with a Leg Toss.

Vs Sonya Blade: Girls just wanna have fun! For a truly titanic tumble try facing these two babes against each other. Use leg sweeps and high kicks with this beauty.

Vs Liu Kang: How could you, I'm a woman! To avoid being battered, use jumping kicks and close punches to defeat this Chinese challenger.

Vs Goro: The big guy only wants to give you a hug! Sonya needs to time her uppercuts carefully here and follow them through with high or flying kicks.

Vs Rayden: Sonya's Leg Toss comes in handy with this electrifying bloke. Wait until you've floored Rayden and then as he's regenerating use the Leg Toss on him.

Vs Shang Tsung: The last battle's best fought with Sonya's Energy Waves. Keep Shang Tsung at one side of the screen and move in close to use leg sweeps.

Vs Sub Zero: Try to Leg Toss with this guy and he Power Slides you. Use flying kicks to knock him to the floor and Energy waves to keep him there.

Vs Johnny Cage: Trade Energy Waves with Johnny Cage's Flame Bolts to weaken him. When he leaps toward you, use the Flying Punch to nail him.

Shang Tsung promised Sonya Blade that her teamates would be released if she won. Now that she's proved herself, she and her friends are allowed to leave.



RAYDEN

This entrant into the *Mortal Kombat* tournament is in fact the legendary Chinese Thunder God. He's been pursuaded by Shang Tsung to take part in the competition. Even in a human form, Rayden still posseses incredible energy-based powers. He's capable of firing Lightning Blasts, flying across the screen with his Torpedo and launching a suprise attack with his Teleport. Rayden's only weakness is that he may be hit, when regenerating, by such fighters as Sub Zero and Scorpion.

Vs Sub Zero: Start with a Lightning Blast and then launch straight into a Torpedo. Teleport in close and punch when he blocks.

Vs Rayden: Frying tonight! Your double loves to show off. Use your own Lightning blasts but avoid getting in close as he'll try a Torpedo on you.

Vs Scorpion: This dangerous ninja can spear Rayden in mid-Teleport and as he regenerates from a fall. Try to throw when possible or use high punches.

Vs Goro: Rayden's amazing powers are wasted on this beast. Try uppercuts, when in close, and high kicks when he attempts to jump you.

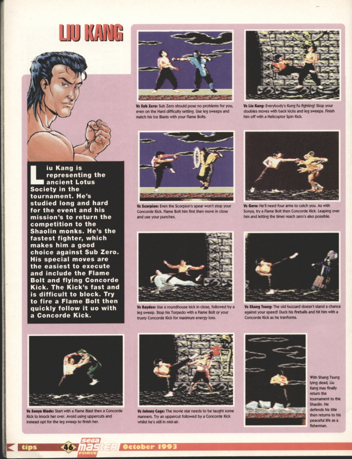
Vs Liu Kang: Beware of Liu Kang's flying kicks as they'll stop Rayden in mid-Torpedo. Uppercuts and Lightning blast will work just fine here.

Vs Shang Tsung: The two most powerful individuals in the tournament finally face each other. Use fast Teleport attacks and Torpedos to sneak past his fireballs.

Vs Sonya Blade: This babe'll blast you then perform a fast Leg Toss. Attack her with Lightning Blasts and then leg sweep when you're close enough.

Vs Johnny Cage: This muscle-head needs to be taught a lesson. Loads of close punches and Teleporting leg sweeps guarantee you a victory.

Winning the tournament was easy for the Thunder God. He then invites the other Gods down to Earth and their battles eventually destroy the planet!



LIU KANG

Liu Kang is representing the ancient Lotus Society in the tournament. He's studied long and hard for the event and his mission's to return the competition to the Shaolin monks. He's the fastest fighter, which makes him a good choice against Sub Zero. His special moves are the easiest to execute and include the Flame Bolt and flying Concorde Kick. The Kick's fast and is difficult to block. Try to fire a Flame Bolt then quickly follow it uo with a Concorde Kick.

Vs Sub Zero: Sub Zero should pose no problems for you, even on the Hard difficulty setting. Use leg sweeps and match his Ice Blasts with your Flame Bolts.

Vs Liu Kang: Everybody's Kung Fu fighting! Stop your doubles moves with back kicks and leg sweeps. Finish him off with a Helicoptor Spin Kick.

Vs Scorpion: Even the Scorpion's spear won't stop your Concorde Kick. Flame Bolt him first then move in close and use your punches.

Vs Goro: He'll need four arms to catch you. As with Sonya, try a Flame Bolt then Concorde Kick. Leaping over him and letting the timer reach zero's also possible.

Vs Rayden: Use a roundhouse kick in close, followed by a leg sweep. Stop his Torpedo with a Flame Bolt or your trusty Concorde Kick for maximum energy loss.

Vs Shang Tsung: The old buzzard doesn't stand a chance against your speed! Duck his fireballs and hit him with a Concorde Kick as he tranforms.

Vs Sonya Blade: Start with a Flame Blast then a Concorde Kick to knock her over. Avoid using uppercuts and instead opt for the leg sweep to finish her.

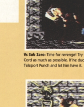
Vs Johnny Cage: The movie star needs to be taught some manners. Try an uppercut followed by a Concorde Kick whilst he's still in mid-air.

With Shang Tsung lying dead, Liu Kang may finally return the tournament to the Shaolin. He defends his title then returns to his peaceful life as a fisherman.

SCORPION



There's only one reason that Scorpion's entered the tournament: revenge! He's out to kill rival ninja, Sub Zero. The icey fellow's responsible for assasinating Scorpion and his family. The yellow ninja's been allowed to return to Earth as a vengeful spectre. His Spear and Cord are the most useful moves in the game for stopping moving opponents. Also use the Teleport Punch to get out of tight spots or suprise enemies with a fist from outta nowhere.



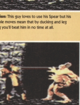
Vs Sub Zero: Time for revenge! Try to use your Spear and Cord as much as possible. If he ducks, move in with a Teleport Punch and let him have it.



Vs Scorpion: This guy loves to use his Spear but his predictable moves mean that by ducking and leg sweeping you'll beat him in no time at all.



Vs Liu Kang: Start off with a Spear to your opponent's neck and draw him in for a nasty uppercut. Your Spear also stops his Concorde Kick in it's tracks.



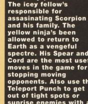
Vs Goro: This guy is just too easy. Launch your Spear into his neck and draw him toward you. Instead of hitting him, just stand there and wait for the timer to run down!



Vs Rayden: Once again, using your Spear and Cord will stop his flying Torpedo and he's also vulnerable when regenerating. Leg sweeps are also useful.



Vs Shang Tsung: As with Goro, this handy cheat will help you beat the evil wizard. Spear him and simply stand there as he wobbles unsteadily on his feet.

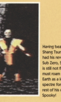




Vs Sonya Blade: A combination of uppercuts and leg sweeps works well here. Your Spear will be stopped by Sonya's Energy Wave so be careful.



Vs Johnny Cage: The movie man needs to be beaten with punches and then leg sweeps. Uppercut him and follow through with a Spear as he gets to his feet.

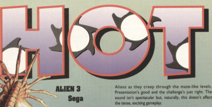


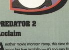
Having beaten Shang Tsung and had his revenge on Sub Zero, Scorpion is still not free. He must roam the Earth as a lonely spectre for the rest of his days. Spooky!

If you're a trouble-shooter with a taste for gun-slinging action, we have a treat in store. Tim Hirschmann and Rob Millichamp have done oodles of research and rousted out every Master System shoot-'em-up (all nine of 'em). Prepare to be blasted into oblivion with our explosive round-up.



Alien Storm on the Master System sees you battling invading alien forces. You're armed with high-tech weaponry and all-out to stop the marauding creatures. Keep your trigger finger pumping those lasers!





ALIEN 3
Sega

You don't have to be a fan of the *Alien* films to get into this shoot-'em-up epic, but those familiar with the terrifying toothy creatures can imagine the terror in store. You play the part of the long-suffering heroine of the movie series, Ripley, who's crash-landed on a prison planet.

Several prisoners on each Alien-infested level have been captured and are soon to be implanted with eggs to produce even more of the vile race. Ripley travels through each level, killing Aliens and seeking out hostages.

To help her, she carries an Alien-detecting radar unit to give plenty of advance warning of attack. Ripley has a good selection of weaponry, including a pulse rifle, flame-thrower and grenades, which are each particularly effective at certain points, but all are limited in quantity.

To add to the tricky mazes and constant bombardment from alien lifeforms, Ripley must complete her mission within a time limit. If time runs out before she rescues all the hostages, Alien foetuses burst from the stomachs of undiscovered prisoners.

Alien 3's graphics are colourful and detailed, especially the Aliens as they creep through the maze-like levels. Presentation's good and the challenge's just right. The sound isn't spectacular but, naturally, this doesn't affect the tense, exciting gameplay.

Rating: 77%

Alien 3 features all the excitement and tension of the hit movie. Find hostages and blast acid-spitting Aliens!

ALIEN STORM
Sega

In this curious shoot-'em-up, invading aliens disguise themselves as trees, post boxes, bins and the like! But with a little encouragement, they show their true forms and attack as jelly blobs, snakes etc. Your job's to blast as many of these mutated things as possible while remaining intact yourself.

You have the choice of two mean and moody characters, Gordon (!) and the robotic Slammer, young mercenaries equipped with a flame-thrower and electric whip (respectively) to singe mutated buttocks.

Each has a powerful special weapon to slaughter unsuspecting visitors: Gordon unleashes missiles while Slammer can blow himself up (don't worry, he's immune and doesn't lose a life). You need these weapons and wits about you to stand up to the constant jelly attack.

Alternate levels switch from isometric 3D scrolling levels to shooting gallery-style scenes, similar to *T2: The Arcade Game*. Guide a gunsight over targets as they appear, or they disappear before you can shoot them.

Graphically, *Alien Storm*'s pretty average. Sprites are clearly defined and colourful, but overall it's on the bland side. The sound effects are good but the main tune lacks power.

When we first reviewed *Alien Storm* (SEGA FORCE 2, February '92), there was much debate over the characters — the original had three and any combination could play at once. Many of you won't have played the coin-op so won't feel you've lost anything, but arcade addicts will be disappointed. Nevertheless, *Alien Storm*'s an enjoyable, polished game.

Rating: 77%

PREDATOR 2
Acclaim

Another movie monster romp, this time through levels of high action but low lastability — it's too easy for true shoot-'em-up fans, except for the horribly difficult final section.

Anyone who's seen the films knows that the vicious but noble Predator warriors first fought Arnie in a jungle then appeared in the streets of Los Angeles, attacking drug pushers. Here you're a cop, Mike Harrigan, rescuing innocent bystanders, confiscating drugs and shooting pushers. The trouble is, a Predator's also seeking out the hostages…

While you're searching and saving, pick up pistols, grenades and machine guns. These powerful weapons help you blast a path through the motley crew of street punks and weaken end-of-level guardians.



Take control of Danny Glover as he faces drug lords, street thugs and a mysterious alien hunter. *Predator 2* boasts tough levels and a high challenge factor.

Blues, black and oranges give the graphics a brilliantly seedy mood, perfect for the game, but the level layouts are awkward. It's difficult to keep track of the small, samey sprites and the confusion's increased by having to watch for the Predator's gunsights.

Probably the best thing about the cart is the Predator himself, who makes a grand appearance at the end of each level. Soundwise, it's a bit of a wash-out. The FX are naff — there's the odd groan and explosion but nothing stunning.

Although the basic game design's the same as *Alien 3*, *Predator 2*'s bland gameplay and poor presentation make it the inferior product.

Rating: 68%

SAGAIA
Taito

Sagaia's stripped down to the bare bones to bring pure shoot-'em-up action. Unfortunately, this no-frills attitude doesn't thrill — quite the opposite. The storyline's boring, too: a race of aliens are popping off other aliens, so two brave fighters have to show the bad aliens who's the boss.

So with the aid of a star map, you travel toward your distant home land, killing the invaders on the way. Basically, just keep blasting — if you can keep your finger on the fire button while drifting into a catatonic state.

You encounter many different types of nasties, all of which are pretty weak, then face the end-of-level bad guys. Again, they're a cinch to eliminate.

Graphic definition and animation are representative of the game — they're bland and shapeless. The sound's awful, too, an irritating tune and hopeless effects.

Steer clear of *Sagaia* — unless you're a sucker for punishment with more money than sense.

Rating: 46%

SMASH TV
Acclaim

Set in a violent future, you're a contestant on the game show: *Smash TV*! The rewards are great — cash, cars, holidays, VCRs — but the price of failure is death.

As you make your way around a maze of single-screen rooms, various robots attack, from crowds of club-wielding thugs to laser drones to the explosive Mr Shrapnel. Your default weapon's the high-tech equivalent of a pea-shooter, but you can collect power-ups in the form of rockets, a high-powered laser and smart bombs.

There are three stages to battle through, the ease or otherwise of your journey determined by the exits you take, but each inevitably ends with an end-of-level bad guy.

Mutoid Man's a half mutant, half tank monster with accurate eye beams, Scarface is a disc-faced horror but the toughest challenge is the Game Show Host himself. A well dressed and well armed nasty, he trundles around on caterpillar tracks, crushing and shooting contestants.

The presentation's good but other elements are mediocre. The sprites are ugly, slow and too big and the controls, which allow you to fire directly ahead or behind of your sprite, takes some practice and could've been friendlier.

The coin-op and other conversions of *Smash TV* are fast, furious and wicked fun; it looks like the Master System drew the short straw. Only die-hard fans of the original need buy.

Rating: 44%

SPACE GUN
Sega/Taito

A crippled spaceship's crying for help; you leap into action to save those stranded onboard. But alas, this is no easy task, because the ship's been invaded by deadly aliens. Lurking behind hatches, on gantries, and in maintenance corridors, they jump at you when you least expect it and don't think twice about using fangs and claws.

Oh dear, *Space Gun* lacks the action and excitement you expect from a shoot-'em-up; this is one of the least recommended we've covered.

The levels are samey in appearance and virtually identical in play — ie, slow and monotonous. Even if you play it with a light gun, you're likely to give up after a few minutes and leave the humans to their fate.

The aliens look superb but they're badly animated and there are only a few 'species'. The tunes are crumby and the blasting effect's feeble.

To be frank, *Space Gun*'s a waste of time. In 'action', the visuals are basic, the sound's scratchy and gameplay's boring. Buy it and you're a fool.

Rating: 45%

SUPER SPACE INVADERS
Domark

Don't get this muddled up with ye olde *Space Invaders* game of decades passed. You remember, the monotonous one where you had to shoot through row upon row of feeble space ships, and when you finally completed the level, you had to do the same thing again... and again.

Super Space Invaders plays like the original but has loads of new features. There are many more spaceships — which have various attack patterns — power-ups, bonus rounds and end-of-level motherships.

Graphically, *Super Space Invaders* is brilliant. There's a massive array of colours, superb metallic shading and 12 different backgrounds — a pleasant change from many games, let alone the black and white antics of the old *Space Invaders*.



Based on the classic arcade game, *Super Space Invaders* features many levels of hectic shooting action.

Despite its simplistic nature, gameplay's fun. It may be outdated, even bearing in mind the improvements, but it proves that, sometimes, the old ones are the best. The only real gripe is that Easy difficulty level allows the surprises of higher levels to be revealed too soon.

Spaceship shoot-'em-ups are sorely lacking on the Master System, and if blasting legions of space mutants appeal to you, this cart's perfect.

Rating: 87%

THE TERMINATOR
Virgin Games

Based on the classic film, *The Terminator*'s an addictive game with all the right shoot-'em-up ingredients. The main thing you notice is how tough it is, but not enough to put you off.

It begins in 2029, where an intelligent computer system, Skynet, has set its machines against the humans... and won. But the resistance movement's growing stronger all the time, thanks to the leadership of John Connor, so Skynet have sent a Terminator back in time to kill his mother, Sarah, before she gives birth to him.

You're a resistance fighter, Kyle Reese, who has to shoot everything in his path and stop the Terminator. On each level, there are tasks to complete before you can exit and you've a certain time to achieve them. On the first level, track down and destroy the Time Displacement Reactor and destroy it.

This is easier said than done: before you can get to the reactor, you fight through Terminators and robotic nasties. Destroy them by using the machine guns and grenades you can collect then find a detonator to prime the TDR bomb.

Later levels take place in 1984, first on the streets of New York then in a night club, police station and a steel works, for the final showdown with the Terminator.

The Terminator's one of the most impressive 8-bit carts around. The graphics are on par with those of the Mega Drive version. Digitised speech, cool music and high quality pics between levels show the attention lavished on this game. Top of the shoot-'em-up tree and one of the best MS carts of any kind, *The Terminator*'s a must.

Rating: 90%

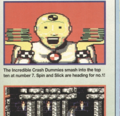


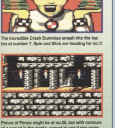
CART TOPPERS

TOP 20 UK MASTER SYSTEM GAMES CHART



There's an exclusive SEGA MASTER FORCE t-shirt to be won every month if you can correctly guess what the number one game will be next issue. Will Land of Illusion still reign at the top again or are WWF Steel Cage Challenge and Streets of Rage gonna kick it out of the charts? If you think your psychic powers are up to it, drop us a line at the usual address and that prized piece of cotten and print could be yours...


The Incredible Crash Dummies smash into the top ten at number 7. Spin and Slick are heading for no.1!


Prince of Persia might be at no.20, but with rumours of a sequel in the works, expect to see it rise again.

1	▲	WWF Steel Cage Challenge	Acclaim
2	▼	Land of Illusion	Sega
3	▼	Tecmo Cup Soccer	Sega
4	▲	Lemmings	Sega
5	▲	Taz-Mania	Sega
6	NE	Super Tennis	Sega
7	NE	Crash Dummies	Acclaim
8	▲	Sonic 2	Sega
9	▼	Transbot	Sega
10	NE	Donald Duck Boxed Set	Sega
11	▼	Streets of Rage	Sega
12	▼	Batman Returns	Sega
13	▼	Global Gladiators	Virgin
14	▼	Ninja	Sega
15	▼	Rainbow Islands	Sega
16	▲	New Zealand Story	TecMagik
17	▼	Tom & Jerry	Sega
18	▼	Super Kick Off	US Gold
19	▼	World Class Leaderboard	US Gold
20	▼	Prince of Persia	Domark



Teacher's rest, Mother's pest. So, the school holidays are upon us again. My worst nightmare. Why? I'll tell ya why. I'm being haunted by a spotty youth called Denzil from Halifax who calls at least once a day to enquire about the release date of Sonic 3. Now he's got more time on his hands, my phone's gonna be ringing ten to the dozen. Arrrrggggghhhhh!

GUTTER GOSSIP

When *I* was at school, I couldn't wait for the six weeks holiday to come around. No more maths lessons, no more exams, no more football or athletics. Lounging around at home. Getting up at 2.30 in the afternoon. Slumming it around town with yer mates.

Oh dear. Bad news. It's that 'slumming it around town' that can cause serious damage to your well-being. Everywhere you look, in every shop window, on every shop wall you will, without doubt, spy huge banners screaming 'BACK 2 SKOOL... BACK 2 SKOOL'.

These marketing bods think they're ever-so, ever-so clever including the number '2' in the slogan rather than the word 'to'. Just when school is the *last* thing on your mind, you come face to face with big pink and yellow fluorescent reminders! Why *do* they do it?

Oh well. If your teachers are anything like mine were, they've given you loads and loads of homework, which you'll forget about until the last week of the holiday then do on the night before you go back. Hopefully, in between all your loungin' around and homework crammin', you'll scribble a few wise words on Sega gaming or draw me a Technicolor masterpiece.

If you're in the mood, send your bits and bobs to GUTTER SNIPE, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. There's a SEGA MASTER FORCE T-shirt up for grabs for the BEST LETTER and BEST PICCY I receive each ish. I'm in a mellow mood this month, so no questions about blue hedgehogs, pleeeeeease!

2p or not 2p

Dear Gutter Snipe
Congratulations on your great new magazine. I'm a Game Gear owner and I very much enjoyed reading SEGA MASTER FORCE. Anyway, I've some questions for you. Eat these.

Why are there readers who still write in every month and ask questions like, 'When's *Sonic 3* coming out?' and 'I've heard Tails won't be in *Sonic 3*, is this true?'

Why don't they get a life. I mean, these are the sort of people who give **Sega** a bad name. I could understand if they were **Nintendo** owners. You 'dicks' out there, I've given Gut two pence, do yourself a favour — BUY A LIFE!

Now I've got that off my chest, when *Mortal Kombat* comes out, will it leave a dent in the old wallet? In another console mag, (I apologise for buying another magazine) I saw an advert for the Action Replay. It said a Game Gear version was available, is this true? If so, where can I get one from? What do you think about Game Gear *Crash Dummies*?
Dave Ashdown, South Nutfield, Surrey

■ **Well, Dave, you've obviously noticed a hint of sarcasm in my replies when folk enquire about *Sonic 3*. I don't know why the same questions crop up time and time again. Maybe some gamers are falling into a hypnotic trance and can't quite grasp what I'm saying each month.**

Thanks for the 2p piece. There's not a lot a couple of pennies will buy in this day and age. When I was a wee whipper-snapper, you could visit the cinema, buy a box of liquorice comfits, watch a couple of films, come out and still have change to buy a multi-storey car park and an Arran cardigan. Ho-hum.

***Mortal Kombat* has a £34.99 price tag — a bit more expensive than most MS games but it's worth it. I'm sure you've seen our review, this ish? If not, you're probably in the same hypnotic trance as the rest of 'em!**

The Game Gear Action Replay cartridge is out now. You can get it from all the major high street stores that stock console games. It costs £39.99. There was a news piece about the cart in last issue's G-FORCE.

If you *still* can't find this nifty device in your shops, give the producers, Datel, a ring on (0782) 744324. As for Game Gear *Crash Dummies*, the lads really liked it, but I found it a tad boring. It's got a few original touches but it's monotonous after a while. It scored 81% in SEGA FORCE 18.

Tip-splitters rule, OK?

Dear Gut
I was a bit disappointed when I read SEGA FORCE was splitting. You see, I own a Game Gear and I like reading about the Mega Drive, Master System and Mega-CD. I bought SEGA MASTER FORCE hoping it would contain loads on the Game Gear. I liked the news and reviews, but where were the hints and tips?

Prize praise

STAR LETTER

Dear Gutter Snipe
I've just read your brand new issue of SEGA MASTER FORCE. I'm 32 years old, a father of two and a husband of one (only just!) and must say what an excellent read the mag is. It's about time a mag for Master System owners was published. Here it is! It's brilliant!

I own a Mega Drive and Master System (well, my kids do) and find both systems incredibly enjoyable. I realise the capabilities of the Mega Drive are far superior to the MS, but the graphics and depth of gameplay on some 8-bit games put quite a few 16-bit titles to shame.

Well done all you MS gamers who campaigned for this type of magazine. Just goes to show the Master System is far from dead and buried.

Once again, congratulations and long may you continue.
D Brooks, Sutton-in-Ashfield, Notts

Stop it! Stop it! Our heads are swelling! Thanks for your comments.

There seems to have been a huge sigh of relief from MS owners nationwide. They thought their machine was going down the dumper, but — hey flippety-tip-top — up we pop with a magazine dedicated solely to 8-bit owners.

Compared to the Nintendo's 8-bit machine, the NES, there are quite a few companies supporting the humble Master System — Codemasters have announced they're planning games for the Master System and Game Gear, for example. There are going to be some cracking titles over the next few months. Stay tuned.

Anyway, Mr Brooks, your SEGA MASTER FORCE T-shirt will be with you in a couple of weeks. Wear it with pride.

Please bring back Game Gear Alley. It makes the tips section more enjoyable for Game Gear freaks.
Gareth Oram, Dundee

■ **Oh dear, Paul's going down in history as the SEGA FORCE tip-splitter. Worry ye not, Gareth, we've had a few letters pointing out the lack of GG tips in both SEGA MASTER FORCE and SEGA FORCE MEGA. We listen to what you say and are proud to announce that Paul's writing Game Gear tips — and he's stuck a broom up his jumper so he can sweep the floor at the same time.**

The poor lad never gets many handheld tips, so come on, Game Gear owners, get cracking. If those cheats don't come flooding in, you'll have *me* to answer to. Yes, be scared, I come from Shropshire and own a tractor.

Oh, by the way, we know MS owners are interested in what's going on in the wacky world of Sega, so don't think we're going to cease our coverage of the Mega Drive and Mega-CD. Check out our news section for details of 16-bit stuff.

Plenty of fruit cakes in Dundee.

Street Fighter, too?

Dear Gutter Snipe

I own a Sega Master System II. I think your mag is great because it's the ONLY one for MS.

Will you be doing a review of MS *Mortal Kombat*? Is there going to be a *Prince of Persia 2*? Is *Street Fighter II* due out on the Master System? I hope you can answer these questions.
Mr Zed, Chapelfields, Coventry

■ **Well, Mr Zed, *I* hope I can answer your questions, otherwise they'll search the skip outside for a gullible saddo and offer them free milk and trips to Bermuda in return for a job sitting in an office with no air-conditioning, answering letters about *Sonic 3*.**

Seems your prayers have been answered. In this issue, you'll find a review of MS *Mortal Kombat*. Psychic or what?!

Between you and me, Mr Zed, 'cos I know there's no one else tuned into this, *I* reckon there's gonna be a *Prince of Persia 2*. Domark are producing a home computer version and, if my crystal ball serves me well, a Sega version will appear over the next 12 months.

Now, stop right there. Don't start asking, 'When's *Prince of Persia 2* coming out on the MS?' because I don't know. Remember, this is my crystal ball on the go, it *may* be wrong.

If *Street Fighter II* appears on the Master System, my name's Jason Donovan (...too many broken hearts in the world, there are too many dreams... la, la-lah la-lah...).

Make a date with Sonic 3

Dear Gutty

I've recently bought a Master System II. All the games I've played are booooooring, except for the ones starring my old mate, **Sonic**. Can you give me any advice on a good, addictive, adventurous game?

Oh yes, when's **Sonic 3 coming... (sssssNIP! —Gut).**
Mudassar Saleem, Burnley, Lancashire

■ **Thought I'd cut you off in your prime there, Mudassar. *Sonic 3* is coming out on the Master System in October. *Sonic 3* is coming out on the Master System in October. *Sonic 3* is coming out on the Master System in October. One more time for good luck — *SONIC 3* IS COMING OUT ON THE MASTER SYSTEM IN OCTOBER.**

Phew! I hope that's hammered it home. Surprisingly, there's no firm release date for *Sonic 3* on the Game Gear and Mega Drive. The Master System version, I'm told, will be released first.

Okay, so you're looking for a good MS game. Well, I don't know what games you've got in your collection, but *Asterix*, *The New Zealand Story*, *Prince of Persia* and *Krusty's Fun House* are good MS games.

Oh, and *Sonic 3* is excellent. I've played it. Stunning 3D visuals, excellent gameplay, fast isn't the word and there's this great new character called... (in yer dreams, mate —Mat).

Just beat it

Dear Gutter Snipe

Please, please, please would you answer these few q's.

Will there EVER be a decent basketball game on the Master System? Is *Jungle Strike* going to appear on the MS? Which is your favourite beat-'em-up?
Alan Harris, Suffolk

■ **Will there ever be a decent MS basketball game? That's like asking will there ever be an RPG people can understand. I don't know of any decent basketball games and, looking at my release list, I can't see any startlers appearing in the future.**

***Desert Strike* is being produced for the MS by Domark, but as for *Jungle Strike*, there's no news on a company signing the rights to produce an 8-bit version. We'll keep you posted.**

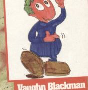
My favourite beat-'em-up *has* to be *Mortal Kombat*. I just love gore. I know what it's like to have my head bitten off!

OFF THE WALL

Thanks to all of you for loads of Street Fighter II and Mortal Kombat pics this issue. We'll be running a compo next issue to pic the best Kombat artist so keep sending those scribbles!



Paul williams
St. Ives, Cornwall



Vaughn Blackman
England





Scott McSporran
Glasgow



Ryan Rees-Pritchett
Rochdale, Lancs.





Andrea Slater
Birmingham

Feline fan

Dear Gutter Snipe
I luv the mag. Well done. You deserve a big slap on the back.

My cat, Oscar, liked it, too. I was stretched out on the floor reading SEGA MASTER FORCE when he came up and sat right in front of me, blocking my view, and commenced staring at the mag. Believe me, it's true.

Anyway, keep up the good work.
Andrea Slater, Northfield, Birmingham

■ **Believe me, Andrea, I trust your every word. I've had letters from readers up and down the country informing me their pets are SEGA MASTER FORCE addicts. We've a python from Penzance, a tarantula from Taunton, a whippet from Walsall and a kitten from Catford, *all* glued to our new mag.**

Glad you like it. Why bother getting those crumby multi-format magazines when everything you need to know about the Master System is in SEGA MASTER FORCE?

Pick of the best

Dear Gutter Snipe
I had a Master System II for Christmas and I'm thinking of getting more games. Thing is, I don't know which ones to buy. I'd appreciate it if you could answer these questions:

Are *Lemmings*, *Spider-Man*, *Global Gladiators* or *Ninja Gaiden* any good? Can you get *Euro Club Soccer*, *World Cup Italia '90* or *Ecco: The Dolphin* on Master System? If so, are they any good?

What's the best football game on the Master System? Is there a level-select for *Alex Kidd in Miracle World*?
Adele Chester, Bury

■ **Well, let's have a little look. *Lemmings* and *Global Gladiators* both received a SEGA FORCE Smash so, using my powers of deduction, I reckon that means they're pretty damn groovy.**

***Spider-Man* and *Ninja Gaiden* aren't too bad — you're looking at high 70s/low 80s, as far as overall marks go. You can't get *Euro Club Soccer* for the MS, but *World Cup Italia '90* was been available for some time. It's a pile of pooh.**

***Ecco: The Dolphin* hasn't been scheduled for the Master System. There are two cracking MS footy games, *Super Kick Off* and *Champions of Europe*.**

Paul doesn't know of a level-select for *Alex Kidd in Miracle World*. If anyone's aware of one, drop him a line.

Not quite 100%

Dear Gutter Snipe
The other day, while browsing through the magazines at my newsagents, I happened to spy a magazine called SEGA MASTER FORCE. As I was in a hurry, I picked it up immediately and bought it.

When I got the mag home, I looked at the front cover and, in the top right-hand corner, I saw the statement 'The only magazine dedicated 100% to the Sega Master System'. I was horrified to find seven pages of coverage for the GAME GEAR! Why! I thought this magazine was for the MS and nothing else.

That's my only complaint. Keep up the good work.
Adam Staite, Earl's Croome, Worcester

■ **Oh dear! We can't please everyone, can we? You see, Adam, G-FORCE is a bonus. MASTER FORCE *is* 100% dedicated to the Master System; G-FORCE is a pull-out section. If you hate it *that* much, give it tug and — hey jingo — out it comes.**

Lots of MS owners also have Game Gears so we thought it would be a smart idea to have GG coverage. Remember, there are NO other magazines offering the same amount of coverage for the MS. If I was a Master System owner, I know which mag I'd buy.

Daylight snobbery

Dear Gut
I bought Issue 1 of MASTER FORCE and thought, 'Wow! This is all I need to know.' At the same time I bought *Mean Machines Sega* and found out from their CES news there were loads of Mega-CD, Mega Drive and Game Gear games being released during the course of this year. So what happened to the good old Master System?

Someone also wrote to the magazine and said all MS games were rubbish apart from *Krusty's Fun House*. The guy then said 'Manky Systems' had had their day. They were good a couple of years ago, but now the games looked cack. I will NEVER buy that mag again.
Gary Milne, Edinburgh

■ **Sadly, Gary, the Master System's dead and buried in the States, that's why there wasn't any news on MS releases from the CES show. The only info you'll read is what's happening in Europe.**

As for the comments made by that lad in *Mean Machines*, well, everyone's entitled to their opinion. But we know the MS is far from falling flat on its face and, for its capabilities, can produce cracking games, some of which are better than the MD versions.

Master System game spotting

Dear Gut Rot
Is the Action Replay cart coming out for the Master System? Will *Cool Spot* appear on the MS? Is it true there's a **Sonic** cartoon coming out?
Dave 'the Rave' McClean, Darlington

Alex York
London

Sean Hastings
Chapelfields, Coventry.



Ryan Rees-Prichett
Rochdale, Lancs.



John Parker
Norfolk

■ Dave, you're behind the times, mate. The MS Action Replay cart is out and about as you read this. If you can't track one down, give Datel a ring on (0782) 744324.

The MS version of Virgin's *Cool Spot* is out in November. There's a Sonic cartoon in the States which, no doubt, will make its way over to the UK soon.

Take my advice

Hi, Gutter Snipe!

It's nice to see you kept your pages in MASTER FORCE. I was so afraid you'd lose them.

Anyway, in Issue 10 of SEGA FORCE, you published my tips for *Champions of Europe*. I forgot to include my name. Now they've been published again in your tips book, perhaps you'd give me a mention? I think the new mag's really good and, although it came very late, I'll forgive you.

Some suggestions for **Sega** now. In order to compete with the Amiga/ST/PC, they should drop the price of their carts to £25.99. Since I bought an Amiga 1200, I haven't bought anything for my MS. They should provide a CD drive for the 8-bit machines, (like NEC did with the PC Engine). Sega should drop licensing fees, so more developers can produce games for all systems.

Andrew 'trainspotter' Roden, Telford

■ A■ndrew, consider yourself well and truly mentioned. Your suggestion about Sega dropping their prices comes at a good time. Commodore have announced a CD machine for the Amiga and game prices for their new wonder toy should come in at under £30 — cheaper than Mega-CD, Mega Drive and Master System games! It'll be interesting to see if the Amiga CD-32 takes off, and if it does, just how Sega will deal with the competition.

Off the wall

Dear Snipe

Here are a couple of pics of my bedroom walls.

James Sovona, Gnosall, Staffordshire

I've only got one thing to say, James — I hate you! Your den's better than my den. I'm tellin' my dad on you! They won't even let me put posters up in here. Someone in your house is a talented artist.

Okay, SEGA MASTER FORCE readers, have you somewhere special set aside for your games-playing? Take a piccy and we'll go 'Through the Keyhole'. Send it to me at the usual address and we'll plonk it here. Enclose an SAE if you'd like your piccy returned.

There aren't going to be CD machines for the Master System and Game Gear. I reckon the most Sega will do to support the machines is to continue production of carts and fling us the odd nifty carry-case or super-dooper add-on. Nothing nearly as grand as a CD machine.

I dunno much about licence fees, apart from I haven't paid mine. S'pose that doesn't matter — I don't watch anything on the BBC!

Well, as I always say at this stage of the game — kumquat! That's your lot for now. Can't say I've enjoyed meself this time around. Load of chuffin' stuff and nonsense, if you ask me — too many Sonic 3 questions creeping in, you rascals. Don't forget, there's a lubbly-jubbly SEGA MASTER FORCE T-shirt up for grabs for the BEST LETTER and BEST PICCY I receive each ish. The shirts are pretty smart, ya know? My Auntie Ivy wears one. She's 94 next Thursday — honest! See ya next month.

Richard Byram
Manchester

A. Dunlop
England

Malina Patel
Middlesex.

Stewart Allen
Tyne & Wear

MAY THE MA
BE WIT

For nineteen issues, SEGA FORCE gave you the full lowdown on what's hot and what's not in the 8-bit gaming world. With future issues of SEGA MASTER FORCE, the best is yet to come!

No 1
Back To The Future, Heroes Of The Lance, Leaderboard, Mercs, OutRun Europa, Shadow Of The Beast, Sonic Strider, Super Kick Off.

No 2
SOLD OUT!
...orm, ...nza Brothers, Donald Duck, G-LOC, Klax, Rampart, Running Battle, Super Space Invaders.

No 3
SOLD OUT!
...Put & ...er, Shadow Dancer, Sonic The Hedgehog, Space Harrier, Super Kick Off.

No 7
Marble Madness, Olympic Gold, Prince Of Persia, Sagaia, SCI.

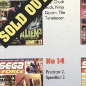


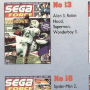
No 8
SOLD OUT!
...Smash ..., Chuck Rock, Ninja Gaiden, The Terminator.



No 9
Bart vs The Space Mutants, The New Zealand Story, SCI, Tom & Jerry.

No 13
Alien 3, Robin Hood, Superman, Wonderboy 3.





No 14
Predator 2, Speedball 2.



No 15
James Bond, Strider II.



No 18
Spider-Man 2, Krusty's Fun House.

No 19
Land Of Illusion, Superman.



No 1
Andre Agassi Tennis, Batman Returns, Crash Dummies, RoboCop 3, Terminator 2.



No 4

...o The ...re III, Pac-...lan, Pac-Mania.

No 5

Asterix, Bart vs The Space Mutants, Champions Of Europe.

No 6

...cue, ... Rivals, ...yrton Senna, Chuck Rock, Olympic Gold, Wimbledon Tennis.

No 10

SCI, Smash TV, Sonic 2, Tom & Jerry, Trivial Pursuit.

No 11

...d Story, ...bin Hood, Smash TV, Speedball 2, Trivial Pursuit.

No 12

Lemmings, Master Of Darkness, Pit Fighter, Sonic 2, Space Gun, Taz-Mania.

No 16

Rainbow Islands, Renegade.

No 17

Streets Of Rage, Global Gladiators, World Cup '93, James Bond, Strider 2.

No 2

The Flash, GP Rider, California Games 2, World Tournament Golf, Home Alone.

SEGA MASTER FORCE is the world's only magazine dedicated 100% to the Sega Master System!

No. 3

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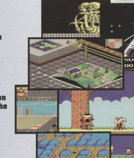
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MASTER MARKET

So you're after a top Master System title? One with great playability, lastability and more fun than a wet weekend in Rhyll? You've come to the right place. The SEGA MASTER FORCE Buyers' Guide is the place to turn to for expert ratings from professionals you've learned to trust. We take the freshest MS games and give our honest opinion on which are top dogs and which are howling hounds. The Buyers' Guide is regularly updated to keep you informed and give us something to do when we're working in the wee small hours of the morning...





There are a few individuals who deserve a big pat on the back for supplying us with games (if we grovel for long enough). Give 'em a call and they'll gladly relieve you of your hard-earned cash with a cheeky grin and a spring in their step!

ACE	071 439 1185
AMS	081 2010 535
Comtazia	0384 261 698
Game Zone	0908 226 696
Killer Konsoles	0438 367 406
Krazy Konsoles	0422 342 901
Mr. Disk	021 616 1168
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Arcade

Coin-op conversions and mixed-genre games make these carts the most action-packed around. Old classics and revamps, like in Virgin's compilation, have the post staying power.

ARCADE SMASH HITS
VIRGIN £32.99 Tel 081 960 2255 — 85%

These updated versions of *Missile Command*, *Centipede* and *Break Out* are weak individually but together form a good package, especially for the newcomer. Where else can you get games for £11 each!

BACK TO THE FUTURE II
IMAGE WORKS £34.99 Tel N/A — 62%

Racing, beat-'em-up and two puzzle sections make up this game-of-the-film. Crude, flickery graphics and frustrating gameplay put it firmly in the past.

BACK TO THE FUTURE III
ACCLAIM £32.99 Tel 0962 877788 — 33%

As Doc, chase a runaway carriage. As Marty in later sections, throw pies and walk along the top of a train. Graphics are excellent but gameplay's infuriating.

THE FLINTSTONES
GRANDSLAM £29.99 Tel 081 680 7044 — 61%

As Fred, paint the living room, drive to the bowling alley, bowl (surprised?) and rescue Pebbles. Boring gameplay isn't rescued by cartoony but could-do-better graphics.

MARBLE MADNESS
VIRGIN £32.99 Tel 081 960 2255 — 76%

Under a time limit, guide a fragile marble over strange landscapes and past weird creatures. Great graphics and unique gameplay but too few levels.

MASTER OF DARKNESS
SEGA £32.99 Tel 071 373 3000 — 77%

As Dr Social, track Dracula through five levels of Olde London. Spooky graphics and sounds as you tackle mesmerised creatures. Soon gets tough.

MS PACMAN
DOMARK £34.99 Tel 081 780 2222 — 88%

Essentially the old fave, *Pac-man*, Ms has a feminine sprite, speed-up option, selectable mazes and skill settings. Ancient coin-op graphics but all the playability.

RENEGADE
SEGA £34.99 Tel 071 373 3000 — 67%

Your girl's been nabbed and you use punches, kicks, knee-butts and overarm throws to mangle the punks responsible. The graphics are too clean for the gritty but repetitive action.

STREETS OF RAGE
SEGA £32.99 Tel 071 373 3000 — 81%

Clean up the streets as you head for a crime boss's sky-scraper headquarters. There's an array of moves and weapons, cool sprites and good FX. Truly exciting gameplay; a class beat-'em-up.

STRIDER
SEGA £32.99 Tel 071 373 3000 — 42%

The whoosh of the somersaulting Strider's sword isn't as impressive as it should be. Although graphics are great static, they're slow-moving and enemies are few and far between. Dullsville.

STRIDER 2
US GOLD £32.99 Tel 021 625 3366 — 74%

The Master's causing trouble again, but this time Strider's fast as well as graceful. Some of the robot guardians are unfairly tough but the action's engaging enough. A 'try before you buy'.

SUPERMAN
VIRGIN £TBA Tel 081 960 2255 — 66%

Several of Metropolis's inhabitants have gone missing — including Superman's beloved Lois Lane! He can't use all his powers in the same stage and must collect icons to keep energy up. Graphics are action-packed but the Man of Steel's difficult to control and the tasks are tiresome.

Arcade Adventure

Perfect for those who want to use equal parts of brain and digital dexterity. Prince Of Persia sports the best MS animation ever.



ASTERIX
SEGA £32.99 Tel 071 373 3000 — 82%

The heroic Gaul and his fat chum, Obelix, are on the way to Rome to rescue their druid chum, Getafix. Each level can be played as Asterix or Obelix, which alters the hazards and features subtley or drastically. Use their different characteristix to defeat Romans and solve cunning platform puzzles. Sprites are almost identical to the comic characters, playability's high and there's masses to do — twice.

BART VS THE SPACE MUTANTS
FLYING EDGE £32.99 Tel 0962 877788 — 92%

Space Mutants are making a machine to conquer the world — and only Bart knows about it! Colourful backgrounds and cartoon sprites on par with the MD, good FX and samples back up this challenging romp.

HEROES OF THE LANCE
US GOLD £32.99 Tel 021 625 3366 — 68%

Billed as an RPG, it's even an exaggeration to call this an arcade adventure. Send your band of eight adventurers in search of the Disks of Mishakal. Simple arcade combat and sluggish controls but bold graphics and a huge playing area. No save option, though!

LAND OF ILLUSION
SEGA £32.99 Tel 071 373 3000 — 92%

Mickey Mouse is search for a jewel and the phantom who stole it. Mickey bum-bounces some enemies, throws rocks on others. Special items have to be found and used to complete levels, some of which have to be tackled twice. Graphics and sound are superlative, and although it's fairly easy, it's playable enough to complete time and again.

PRINCE OF PERSIA
DOMARK £29.99 Tel 081 780 2222 — 93%

Leap chasm and spikes, dive through razor-sharp shutters, activate pressure pads and duel with guards — when you find the scimitar. You've an hour to negotiate 12 levels and rescue the babe. Animation is jaw-droppingly good and the task is addictive.

SHADOW OF THE BEAST
TECMAGIK £34.99 Tel 071 243 2878 — 70%

Once human, The Beast traverses scrolling plains and vast caverns to find and defeat his loathed master. Keys, potions and weapons are collected, although fists are most often used to defeat many enemies. Neat graphic touches and increased adventure elements make it better than the MD version but gameplay lacks versatility.

SPIDER-MAN 2
FLYING EDGE £29.99 Tel 0962 877788 — 82%

Spidey's up against six of his toughest foes in six two-part levels. Objects need to be found and used to gain access to villains' bases. Graphics and sound are nothing special but gameplay's great.

WONDERBOY 3 IN MONSTER WORLD
SEGA £32.99 Tel 071 373 3000 — 75%

Wonderboy's set a number of tasks that eventually enable him to escape. There are traps to dodge, obstacles to jump and monsters to kill, plus plenty of people and objects to interact with. Although not as popular as Sonic, Wonderboy's adventures are still fun to play.

Platformers

Conquer villains and strange lands in leaps and bounds. A range of styles is represented here, from the craggy strategy of Chuck Rock to the eco-friendly gook of Global Gladiators.

ALEX KIDD HI TEK WORLD

SEGA £29.99 Tel 071 373 3000 — 78%

The most popular MS character after Sonic, Alex Kidd faces some tough challenges in Hi Tek World. Fast platform action and cute graphics make this one a winner.



BATMAN RETURNS

SEGA £29.99 Tel 071 373 3000 — 54%

A poor MS outing for the caped crusader as he battles against the evil Penguin and Catwoman. Five tough levels give this game a high lastability mark.

BONANZA BROS

SEGA £29.99 Tel 071 373 3000 — 76%

As Robo (his bro's gone missing in this version), break into buildings, collect swag and shoot or stun guards. A cash-grabbing sub-level adds depth to this wacky coin-op conversion, which features unusual Lego People graphics.

CHUCK ROCK

VIRGIN £32.99 Tel 081 960 2255 — 91%

Caveman capers as this ugly thug uses his belly against five levels of dinosaurs. Chuck Rock also chuck rocks! Vertical and leftward sections and puzzle elements help make this one of the most playable MS platform games.

GLOBAL GLADIATORS

VIRGIN £32.99 Tel 081 960 2255 — 86%

Detailed foregrounds, neat graphical effects, slick presentation, wacky sprites and sounds. The eco-friendly gameplay's just as good. One of the most addictive platformers there is.

HOME ALONE

SEGA £29.99 Tel 071 373 3000 — 61%

Poor old Kevin's been abandoned by his parents and has to defend his house from two bungling burglars. Puzzle solving and platform action make Home Alone a decent game.

JAMES BOND: THE DUEL

DOMARK £34.99 Tel 081 780 2222 — 84%

One of 007's worst enemies has kidnapped Prof Jones. First on a tanker, Bond finds hostages and bomb parts then tackles Jaws. Crisp graphics, realistic animation and four tough levels make Bond's mission a success.

THE FLASH

SEGA £29.99 Tel 071 373 3000 — 90%

DC Comics' character zooms onto the Master System with one of the most enjoyable platform games around. Loads of levels, tricky bad guys and Sonic-type speeds make this an essential purchase. If you're a fan of the comic books or decent platformers, this is for you.

THE LUCKY DIME CAPER

SEGA £32.99 Tel 071 373 3000 — 78%

Donald's platform-hopped adventures take him around the world, using a mallet and frisbee to oust nasties. Graphics are gaudy and gameplay's a little frustrating, but superb cartoon sprites and playability save the day.

THE NEW ZEALAND STORY

TECMAGIK £32.99 Tel 0924 461115 — 93%

Tiki the kiwi explores large platform levels, armed with bow and bombs and travelling by foot, floating board, balloon, duck and underwater. Stunning arcade-like graphics and frustratingly addictive gameplay with lots of secret rooms to discover. One of the Top Ten MS games.

NINJA GAIDEN

SEGA £32.99 Tel 071 373 3000 — 90%

Ryu Hayabusa! That's you (that is) as you jump pits, climb trees, leap from girder to girder and dodge the odd throwing star or three. A great challenge and with controls, graphics and effects this good, you're sure to want to take it up.

RAINBOW ISLANDS

SEGA £32.99 TEL 071 373 3000 — 91%

As cute Bub, make your way up vertical islands, using rainbows as bridges and weapons. They take time to master but then gameplay bites in this appropriately colourful game. Already a hit on home computers, Rainbow Islands is a blast on the Master System

RUNNING BATTLE

SEGA £29.99 Tel 071 373 3000 — 69%

Using fists, feet and pick-up weapons, kill M's soldiers while marching through predictable streets and bases. Detailed but flickery sprites, long but repetitive levels. Appropriately, the player character's called Sergeant Gray...

SHADOW DANCER

SEGA £32.99 Tel 071 373 3000 — 62%

Takashi and his hound take on the Asian Dawn terrorists, the former with shuriken throwing stars and magic, the latter with, um, teeth. Mediocre backgrounds pay the price for detailed sprites. Controls are awkward and gameplay unforgiving.

SONIC THE HEDGEHOG

SEGA £29.99 Tel 071 373 3000 — 94%

Unbelievably, MS Sonic is almost identical to the MD. Fast, smooth scrolling and detailed sprites (especially Sonic himself) are a visual feast. Although easy, the gameplay — collect rings, bounce on baddies, race through levels — is addictive enough to keep you coming back to complete it again and again.

SONIC 2

SEGA £34.99 Tel 071 373 3000 — 92%

Sonic hang-glides, bounces across water, floats in bubbles and bashes through blocks to secret areas — as well as running fast and collecting rings, of course. It requires more thought and is more varied than the original but not quite so playable.

TAZ-MANIA

SEGA £34.99 Tel 071 371 3000 — 71%

Taz searches for legendary birds and their yummy eggs. Warner Bros cartoon graphics really make this game. Although a touch easy, its originality and character make it fun.

Puzzle

Pure thought and deductive reasoning (almost) replace fancy graphics — with the exception of Krusty's winning cartoon sprites and Trivial Pursuit super host.

KLAX

TENGEN/DOMARK £29.99 Tel 081 780 2222 — 81%

Catch and flip coloured tiles to form lines of the same colour. Graphics are drab but no worries because this simple but remarkably playable hundred-level puzzler doesn't need flashy visuals.

KRUSTY'S FUN HOUSE

FLYING EDGE £34.99 Tel 0962 877788 — 86%

Position blocks, tube sections and fans to direct dumb rats, while using custard pies to kill patrolling enemies. Mind-scrambling puzzles, madcap platform action and hidden rooms to find. Remarkably MD-like. If you're a fan of the Simpsons then you'll love this.

LEMMINGS

SEGA £34.99 Tel 071 373 3000 93%

Use limited numbers of digging, tunneling, bridge-building, climbing and floating lemmings to overcome obstacles. Loads of levels and tough yet incredibly addictive gameplay make *Lemmings* unmissable.

TRIVIAL PURSUIT

DOMARK £32.99 Tel 081 780 2222 79%

Almost everyone knows this board game. The board graphic's simple but clear and the question master is excellently drawn and animated. Easy to play and plenty of questions.

Racing

Hands on the steering, pedal to the metal. Jostle for position and lean into those corners. Swear when computer cars cut you up and steal the lead...

CHASE HQ

SEGA £29.99 Tel 071 373 3000 69%

Take to the highways of America as you race at high speed to catch villainous criminals. Road scrolling is smooth but a lack of originality makes this game dull after a while.

GP RIDER

SEGA £29.99 Tel 071 373 3000 48%

Fans of the MD game, *Road Rash*, now have the chance to race each other in Sega's latest bike outing. Split screen views, one or two player modes and multiple options fail to make this a worthy title.

OUTRUN EUROPA

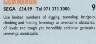
US GOLD £29.99 Tel 021 625 3366 87%

A racing game with bells on! Take the controls of a motorbike, jetski and Porsche in an attempt to retrieve some secret plans. Put your foot down, avoid obstacles and punch or shoot anyone who bothers you! Fast, flicker-free graphics and a real challenge.

SCI

SEGA £32.99 071 373 3000 60%

The sequel to *Chase HQ*, you track down criminals' cars then shoot the hell out of them. The pics between levels are good but the road doesn't match the speed of your vehicle. It's fun for a while — it would be much better if you could blast civilians' cares, too — but there are too few levels.



SUPER MONACO GRAND PRIX 2

SEGA £34.99 Tel 071 373 3000 86%

The action takes place over 16 world championship courses and the aim's to whup Ayrton Senna's ass. Although backgrounds are dull, scrolling's fast and the car handles well. It's tough but fun and the password system's a big help. For pure road racing, it can't be beaten.

Shoot-'em-ups

Whether aboard a space ship or plane, or running along as a future soldier, robot or cop, blasters have as many victims as they do fans. Old Arnie's Terminator's your best bet, with Alien Storm, Alien 3 and Super Space Invaders just behind. Have a blast!

ALIEN STORM

SEGA £29.99 Tel 071 373 3000 77%

Gordon and his flame-thrower or Slammer and his electric whip fry aliens. The action switches to through the hero's eyes on alternate levels, where crosshairs aim a gun. A little thought's required and graphics are imaginative (if flickery). A two-player option would've bolstered it.

ALIEN 3

SEGA £34.99 Tel 071 373 3000 77%

This time, Ripley's stranded on a prison planet with assorted thieves and killers — poor lass! *Loads* of Aliens have stuck hostages to walls. Explore four-way scrolling levels to rescue 'em, using a variety of limited ammo weapons and air ducts as short cuts. Neat presentation, well shaded backgrounds and 'orrible Aliens make mediocre gameplay fun.

G-LOC

SEGA £29.99 Tel 071 373 3000 67%

Action's viewed through the Thunderfox's cockpit but it's strictly shoot-'em-up. Armed with cannons and guided missiles, ammo's replenished and the jet updated between levels of fighter-downing fun. Only half the screen's actively used and it ain't pretty, but there's sufficient action and sensation of movement for a few missions.

PREDATOR 2

ACCLAIM £32.99 Tel 0962 877788 68%

As cop Mike Harrigan, march along, blasting drug dealers, collecting weapons, destroying drugs and rescuing hostages. Suitably dark, moody graphics accompany this toughie — which gets harder when the Predator shows up! Not bad but frustrating and unexciting.

SAGIA

TAITO £32.99 Tel 0101 708 520 9280 46%

Pilot the Silverhawk and give an alien race what-for. Extra weapons and shields are collectable. Despite flicker, the graphic look good, but control's jerky and it's all rather dull.

SMASH TV

PROBE £39.99 Tel N/A 44%

Explore the rooms of gameshow arenas, collect prizes and shoot and dodge dangerous droids. Graphics are slow, ugly and too big for this game, sounds are mediocre and the controls are terrible.

SPACE GUN

SEGA/TAITO £32.99 Tel 071 373 3000 45%

Viewed through the eyes of a space station defender, you slowly scroll sideways then 'into' the screen, racing game-style. Ugly sprites are blasted with the aid of crosshairs, but although they're great to look at, there are few species, all badly animated. Slow and monotonous.

SUPER SPACE INVADERS

DOMARK/TENGEN £29.99 Tel 081 780 2222 87%

The revamped relic features colourful backgrounds, various Invader attacks and massive mother ships. Meaty sounds, super-simple controls, 12 levels (plus cattle-saving bonus sections) and simultaneous two-player all somehow make it a good buy.



THE TERMINATOR

VIRGIN £32.99 Tel 081 960 2255 — 90%

Part man, part machine, all c– er, Arnie's first blockbuster movie hits the 8-bit! But you're the good guy, sent from the future to protect Sarah Connor from the T-800 robot. Fast, hectic levels tax your reflexes and trigger finger — there are only five of 'em put this is no pushover! Dark, moody graphics and digitised level intros set the scene brilliantly.

Sport

Football fans are well catered for but there's something for those who prefer to use a club or racket, too. The multi-event, multi-player laighs of Olympic Gold are hard to beat.

CALIFORNIA GAMES 2

SEGA £32.99 Tel 071 373 3000 — 32%

What happened to California Games 2? It doesn't matter 'cos this sporty offering from Sega is completely naff. Four events are on offer but each one is too short and the control methods too awkward. Not a summer sizzler by any means.

CHAMPIONS OF EUROPE

TECMAGIK £32.99 Tel 071 243 2878 — 81%

Variable game length, direction of play, windspeed, weather conditions and eight referees set the scene. A map of Europe, 34 teams to choose, computer or human opponent… Controls take time to get used but are highly versatile. Playable and humorous, cute sprites 'speaking' via speech bubbles.

EVANDER HOLYFIELD BOXING

SEGA £29.99 Tel 071 373 3000 — 78%

Customise your boxer, train him then hop in the ring and bash his opponent! Versatile yet easy to use controls, large boxers and realistic controls bring the thrill of the ring home.

OLYMPIC GOLD

US GOLD £34.99 Tel 021 625 3366 — 94%

The 100m, hurdles, hammer, archery, pole vault, swimming, springboard diving can be played individually, with a selection of others or all events, and there's a special Olympic Records option. Some events' controls are easy, others are tricky to master, but they're all responsive to your commands. Crisp sprites, good sounds and up to four players round off the best multi-event sports cart.

SLAP SHOT

SEGA £29.99 Tel 071 373 3000 — 62%

With Electronic Arts coming up with great sports games like NHLPA Hockey, you'd think that the Sega 8 bit machine might benefit from a decent hockey game. Think again! Poor graphics and unresponsive controls make this a dreadful sports game.

SPEEDBALL 2

VIRGIN £34.99 Tel 081 960 2255 — 78%

In a scrolling high-tech arena, teams battle it out for possession of a metal ball. Bouncing it off stars and domes earns points. Collect coins to improve individual player's attributes or the team as a whole. *Speedball 2*'s manic gameplay make it one of the best two-player sports games.

SUPER KICK OFF

US GOLD £29.99 Tel 021 625 3366 — 90%

Not much to look at — plain green pitch viewed from above and small, dull footballer sprites. But scrolling's smooth, animation's good and playability's high! It takes time to adjust to the free-running ball then offers endless hours of fun, particularly with two players.

TECMO WORLD CUP '93

SEGA £34.99 Tel 071 373 3000 — 54%

More 8-bit footie. 24 teams take part in a tournament, exhibition match or conputer vs computer demo. Viewed from the stands, the player sprites are good but it's inrealistic and there's no atmosphere.

TENNIS ACE

SEGA £29.99 Tel 071 373 3000 — 72%

Wimbledon's out of the way but there's plenty of lawn-based fun to be had in Tennis Ace! An unusual playing angle and plenty of options ensure you'll have weeks of fun.

WIMBLEDON TENNIS

SEGA £29.99 Tel 071 373 3000 — 82%

Take a shufty at the speed, skill and power ratings of the 16 players available before committing yourself and going to court! Play a single match, the tournament series or two-player head-to-head game. Court graphics are simple but scrolling's smooth and sprites are clear. Simple controls, plenty of challenge and playabilty.

WORLD CLASS LEADERBOARD

US GOLD £29.99 Tel 021 625 3366 — 79%

An initially confusing but versatile hook/slice meter controls the strokes across four full golf courses. Three skill levels, wind conditions, uneven surfaces, bunkers, rough and water hazards… pretty comprehensive. Graphics are fairly crude but it plays well.

WORLD TOURNAMENT GOLF

SEGA £29.99 Tel 071 373 3000 — 78%

Not quite up to the standard of World Class Leaderboard but a great golfing game anyway. A ton of options enables players to select courses, clubs and more. Up to seven players can take part in one game enabling challenges to be set up and lengthier games to be played.

Strategy

If you're the type who likes to think and plan before they act, strategy games are for you. Unfortunately, you've only two to choose from at the moment, so it won't take long to decide which to buy first!

RAMPART

DOMARK/TENGEN £29.99 Tel 081 780 2222 — 80%

A curious mixture of strategic shoot-'em-up and puzzler, your aim is to build up a castle. First use a cannon sight to defend it from invading ships then rotate geometric shapes to repair its walls. The combination works very well, particularly in two-player mode, where sneaky tactics and successful moves are incredibly satisfying. Don't miss this unrecognised winner.

SEGA CHESS

SEGA £34.99 Tel 071 373 3000 — 93%

The greatest strategy game of all time. And the Master System's lucky enough to have a computer chess cart that's up there with the best of 'em. *Sega Chess* gives two viewpoints, nine skill levels, a spread of options and user-friendly controls. Graphics and sound are weak but who cares, it's chess!

So there you go, all you need to know about the best and worst Master System games available. We'll be updating the Buyer's Guide every month so stay tuned for further additions!

Small Ads

Roll up for stupendous bargains and top-notch opportunities with the SEGA MASTER FORCE Small Ads! This issue we've got loads of stuff up for grabs for the discerning punter, along with our regular Pen Pals section. This could be your lucky day, folks, and remember, you can place an advert here for FREE. Yep, that's right, it doesn't cost a penny to place a small ad with this, the only 100% MS magazine in the world.

for sale

■ SNES for sale. Includes StarWing, Street Fighter II, WWF WrestleMania and Mario Paint with mouse, three controllers and a Super Scope. £300 ono. Call Richard on (0923) 230463.

■ Loads of Master System games for sale, including Golden Axe, Taz-Mania and Alien from £10 to £15. Contact Kenneth on (0461) 202215.

■ MS games, Bart Simpson and Champions Of Europe, £20 each. MS with Sonic 1&2, leads etc, £75. Various joysticks etc £10. Phone Andy on (0952) 251308, buyer must collect.

■ Sega Master System II, four games, Super Kick Off, Olympic Gold, Super Tennis, Alex Kidd, will sell for £50, five months old. Tel Dave on (081) 311 7548.

■ Enduro Racer £7, Action Fighter (no instructions) £7, S6 Fighter Joystick £10, Competition Pro Extra joystick (no box) £10, SMP11 booklet £1, buyer must collect, no offers. Phone (0952) 261308.

■ Spectrum 48K, over 70 games, with 16K RAM and cassette player, £60 ono. Phone Simon on (091) 286 4895.

■ Atari Lynx II, two decent games and adaptor, boxed as new, excellent condition. Bargain at £59. Phone (0392) 462080, ask for David.

■ Master System II with four games, including Mickey Mouse and Alex Kidd, all boxed with instructions and manual for the Power Base, £100 ono (worth over £155). Ring (0744) 615221.

■ £50 is all I'm askin' for a Master System II plus six games, including Sonic, Prince Of Persia and Asterix. Tel (021) 427 7480.

■ Master System games for sale, Psycho Fox, and Alex Kidd The Lost Stars, £15 each. Call Alex on (081) 686 8503.

■ Master System games for sale, Assault City, Global Defence, Ghost House, £7 each. Master Convertor for Mega Drive £15. Ring (0754) 766320 after 6pm.

■ English Mega Drive, six months old, looking for new home. Three games only £120. Phone Paul on (0494) 474941, evenings please.

■ For sale, UK MD, five games including SOR 2, Fatal Fury, Ecco etc, two joypads, Maverick joystick, plus MD mags worth £100, plus extras, all boxed as new, £275 ono. Phone (0379) 854001.

■ Mountain Bike for sale, Probike Explorer, 12 gears, 20-inch frame, one year old, £75. Hertford area only. Phone (0992) 626951.

■ Master System II, light gun, joypad and joystick, ten games (Sonic 1&2, Mickey Mouse, Ninja, Spider-Man, Dick Tracy and more), £150. Ring Steve on (0703) 738071.

■ Cyber Shinobi for sale (MS), good condition with instructions. You could have this game for just £10. Phone (051) 526 1553 now!

■ Master System II with two joypads and eight carts, including Sonic 2, Mickey Mouse and New Zealand Story, £110. Phone (0524) 792100.

■ I will sell a Master System II with 12 excellent games for £110. Please phone Laurence on (081) 521 6554, any time after 4pm.

■ Alien 3 (MS), fairly new, £20. Phone (0705) 646275 and ask for Jon (game boxed with booklet), must be near Portsmouth area.

■ Sega Master System, eight games, carry case, two joypads, cost £130. Ring Pete on (0922) 418013.

■ Mega Drive, ten games, two joypads (one turbo), six months old, £200. Games worth £220 on their own. If interested, contact Dean on (081) 460 0051.

■ Mega Drive with seven games, including Sonic, Immortal, J Madden's '92, Fatal Rewind, David Robinson's Basketball, rrp £365, sell for £200 ono. Phone (0494) 726109.

■ Master System games for sale. Prince Of Persia, Super Kick Off and After Burner, worth £80, sell for £40. Tel Tim on (0372) 727847 after 6pm, it's in mint condition.

■ Master System for sale with eleven games, will sell for £200 or swap with Mega Drive and game. Phone Frank on (021) 440 7800.

■ Hunchback for sale, £15–20, instructions included. Phone Christopher on (0656) 656028.

■ Master System II and control pad with five games, £75 or swap with UK Mega Drive. Phone James on (0625) 421037.

■ 64 Sega magazines for sale, including Sega Pro, Sega Power, Sega Zone, Sega Force, Mean Machines and GamesMaster, altogether for just £30. Write to Trevor Evenden, 59 Edward Street, Deptford, London SE8.

■ Mega Drive, four games (Sonic 1&2, E-SWAT, F22), joypad and joystick, £140. Contact Curtis on (0527) 510228.

■ For sale: Master System with seven games, two controllers and light gun, £90 or swap for Mega Drive with one game. Tel (061) 799 6753.

■ Mega Drive, three games (Sonic, Shadow Dancer and World Of Illusion), two Sega pads, Quickshot Propad, loads of mags. Worth £270, will sell for £160 ono. Phone (0925) 263597.

■ Game Gear, three games, AC adaptor, boxed, good condition, buyer must collect (Glasgow area) Ring for details on (041) 956 5834.

■ Sega Game Gear for sale, comes with magnifier, car adaptor, four games (Halley Wars, Columns, Wonderboy, Super Monaco GP), everything boxed with instructions, £120. Tel (0307) 830334.

■ For sale, C64 with two joysticks, 100+ games, ten magazines plus storage box. Ring (0437) 781368 after 5pm, £60 wanted.

■ Lots of Sega magazines, excellent condition! Send SAE for list to: S Williams, 7 Holly Grove, Upton-On-Severn, Worcs WR8 OPH.

■ Game Boy with six games, carry case, all leads. Worth £200, sell for £100 ono. Tel (0449) 675441.

■ 60 used Mega Drive games for sale at two-thirds the retail price. Write to K Johnson,14 Falcon Terrace, Whitby, Yorkshire YO21 IEH.

■ Loads of Master System games for sale, including Golden Axe, Taz-Mania and Alien 3, from £10 to £15. Contact Kenneth on (0461) 202215.

■ Sega Master System, four games, Super Kick Off, Olympic Gold, Super Tennis, Alex Kidd, will sell for £50 — it's only five months old. Tel Dave on (081) 311 7548.

■ Spectrum 48K, over 70 games, with 16K RAM and cassette player, will sell for £60 ono. Phone Simon on (091) 286 4895.

swap

■ I will swap California Games for Streets Of Rage, Sonic 2, Taz-Mania, Universal Soldier or Splatterhouse 2. Ring (0902) 710564.

■ I will swap Super Kick Off on Master System for World Class Leaderboard or Golfmania. Contact Chris at 40 Birch Court, Coatbridge, Linarkshire, Scotland ML5 SED.

■ Will swap Sonic for another good game or sell it for £15. If interested, phone Chris on (0823) 282135.

■ I'll swap Ninja for Enduro Racer, Super Tennis or Hang On. Phone Henry on (0948) 665964.

■ Hello, I will swap Paperboy (boxed with instructions) for Lemmings, Streets Of Rage or Aliens 3. Write to Blair Christie, Riverdell, West Crookway, Crook of Devon, Scotland KY13 7PH.

■ I will swap Alien Storm for Alex Kidd The Lost Stars, Alex Kidd in Hi-Tec for Sonic 2. All for Master System. Tel Simon on York 490730.

■ I will swap Master System with Lemmings and Sonic for Mega Drive and one game. I will pay more money. Tel (0884) 33204

■ Swap MS Asterix or Aliens 3 for MS OutRun, Turbo OutRun or Speedball 2. Phone (0489) 782283, Hampshire area please. Ring after 5pm.

■ Swap Terminator for Phantasy Star, must be with instructions. Phone Philip after 3.40pm on (0706) 372026.

■ I will swap my Sega Master System II (with one game) for two Game Gear games, Sonic if possible. Please ring after 5pm and ask for Andrew. Tel (0592) 264936.

■ I will swap Ninja for World Grand Prix and Pro Wrestling for Wimbledon or Choplifter. Call Mark on (0945) 772903 after 5pm, weekdays.

■ I will swap OutRun for just about any Sega Master System game or will sell for £10 ono. Phone James on (0272) 659389.

■ I will swap Wimbledon, Chase HQ, Running Battle or Air Rescue for Sega Chess. Tel (0782) 331370, and ask for Suk (4–9pm).

■ I will swap my Master System with two games for a Game Boy with two or more games and an AC adaptor. Ring (0624) 611286 and ask for Ben.

■ Swap my Master System games, Asterix or Sonic, for Streets of Rage or GP Rider. All boxed with instructions. Phone Dylan on (0642) 245350.

■ Swap (MS) Vigilante or Cyber Shinobi for Alien 3, Super Kick Off or Global Gladiators. Call Robert on (0642) 587364 after 4pm.

■ Swap Transbot, Shinobi, E-SWAT for Lemmings, Psycho Fox, and Land Of Illusion. Phone (091) 427 9879.

■ SNES with Mario and Kick Off for Mega Drive or Game Gear. Phone Richard on (0430) 860557, you must collect after 5pm, please.

■ I will swap Ecco: The Dolphin, Sonic 2 or John Madden Football '92 for Streets Of Rage II or Olympic Gold. Call after 6pm to (0236) 733354.

■ Swap my MS Super Tennis for Sonic 2 or Golden Axe. Call Billy Kerr on (041) 633 3155 'any other swap considered'.

■ I will swap Mickey Mouse Castle Of Illusion for Andre Aggasi Tennis or Wimbledon. Call Simon on (0332) 702567 (Denby area only).

■ I will swap my Sonic 2 for Lemmings or Streets Of Rage for the MS. Write to Mike Hallworth, 27 Shropshire Ave, Brinnington, Stockport SK5 8NE.

■ Swap Terminator 2 for Super Mario 2 on the Game Boy. Call for Nick on (0272) 635845.

■ I will swap my MS with six top games for your MD with Sonic and Streets Of Rage. Phone Ben on (0327) 78730) after 8pm, please.

■ Gauntlet for the MS. I'll swap my copy of Speedball for it. Write to James Brewster, Rockery Cottage, Madn Street, Wombleton, N Yorkshire.

wanted

■ Wanted Mega Drive F1 Circus, will pay £15 or swap for Ecco, Desert Strike or Populous. Write to Iain Would, 5 Beatty House, Compass Rd, Hull HU6 7BQ.

■ Master System games on card. Send list of games to Michael Murphy, Brosna PO, Co Kerry, Eire.

■ Sega Master System game cards, if you have any, please ring (051) 425 2977.

pen-pals

■ Wild 14-year-old girl seeks male, 14–15, into Spin Doctors and REM. Write to Jo, 75 Tom Lane, Sheffield S10 3PA. Please enclose a photo.

■ 15-year-old boy looking for really nice girl, aged 13–16. Must like football. Write to Greg Keyte, 37 Bromley Rd, St Annes-on-Sea, Lancs FY8 1PQ.

■ 14-year-old boy wants male pen pal, aged 13–16. Write to Mark Cummings, 9 Brown Street, Lairgowerie, Perthshire, Scotland PH10 6EX.

■ 16-year-old girl seeks pen pals aged 15–18 from all over the country. Write to Zoe Barnard, P.O, Mattishall, Dereha, Norfolk NR20 3AA, also include photo if possible.

■ My name's Chris (16), I'm looking for a female pen pal aged 15–18. I'm not desperate, I only need someone to comfort me when I'm down!. Write to Chris Neal, 21 Otters Fields, Becketts Lane, Greet, Gloucestershire GL54 5PN.

■ 10-year-old boy wants same for pen pal. Likes football (Leicester City) and computer games. Write to Richard, 119 Kingsway, Narborough Rd South, Leicester LE3 2PL.

■ Hi, I'm looking for a male or female pen pal around 11–13, so pick up a pen and write to Laura at 1 Newtown, Whitchurch, Shropshire SY13 1BH.

■ Hi! 12-year-old male seeking female pen-pal somewhere around same age. Write to 78 Rowan Drive, Taunton, Somerset TA1 2QL, please include photo!

■ 9-year-old female would like male or female pen pals. Please write to Becky, 57 Defneder Dr, Grimsby, S Humberside DN37 9PQ.

■ Hi I'm 13 years old and I love girls and SNES...Oh and my name is Victor Dugan, so write to me at 143 Grangeway, Runcorn, Cheshire, WA7 5HZ

■ Hi, 13-year-old girl wants male pen pals, all letters answered. Please write to Louise, 22 Epping Close, Frankley, Birmingham B45 0DP.

■ Looking for female pen pal (12–13). Write to MC, 23 Queens Ave, Barton on Humber, S Humberside, DN18 5QN. Please send photo!

■ 15-year-old male looking for female pen pals aged between 14–17. I love body-boarding, acting and Mega Drives. Write now! Lee Bright, 2 Hr Anderton Rd, Millbrook, Cornwall PL10 1DY.

user clubs

■ Cheat Heaven. Send 40p and a list of 15 games you want cheats for. I will send you cheats for five of those games. Send to 50 Blandford Close, Dorchester Rd, Bransholme, Hull HU7 6AB.

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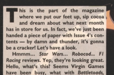
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COMING SOON...

Dive down to your nearest newsagents on September 16 'cos Issue 4 of SEGA MASTER FORCE will be waiting for ya!



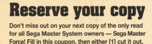
This is the part of the magazine where we put our feet up, sip cocoa and dream about what next month has in store for us. In fact, we've just been handed a piece of paper with Issue 4's contents — by damn and thunder, it's gonna be a cracker! Let's have a look.

Hmmm... *Star Wars*... *Robocod*... *F1 Racing* reviews. Yep, they're looking great. Hello, what's this? Seems Virgin Games have been busy, what with *Battletoads*, *Wolfchild* and *Super Off Road Racing* just aching to be previewed. And let's not forget Sega themselves, 'cos we're dying to show you *Road Runner*, *Streets of Rage 2*, *Ottifant* (weird!) and *Asterix 2*.

With our usual mix of great giveaways, the latest 8-bit news, t'rrific tips and Mr Snipe himself, you'd have to be mad (or Swedish) to miss out. Make sure you tune in next month — same time, same Bat-channel!

FREE NEXT ISSUE! EXCLUSIVE MORTAL KOMBAT BADGE & CHEAT CARDS!

Reserve your copy



Don't miss out on your next copy of the only read for all Sega Master System owners — Sega Master Force! Fill in this coupon, then either [1] cut it out, [2] photocopy it, or [3] leave it lying around on the table. Then take it to your newsagent. We must warn you, however, that if you chose option [3], you'll look pretty silly.

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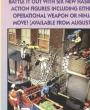


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